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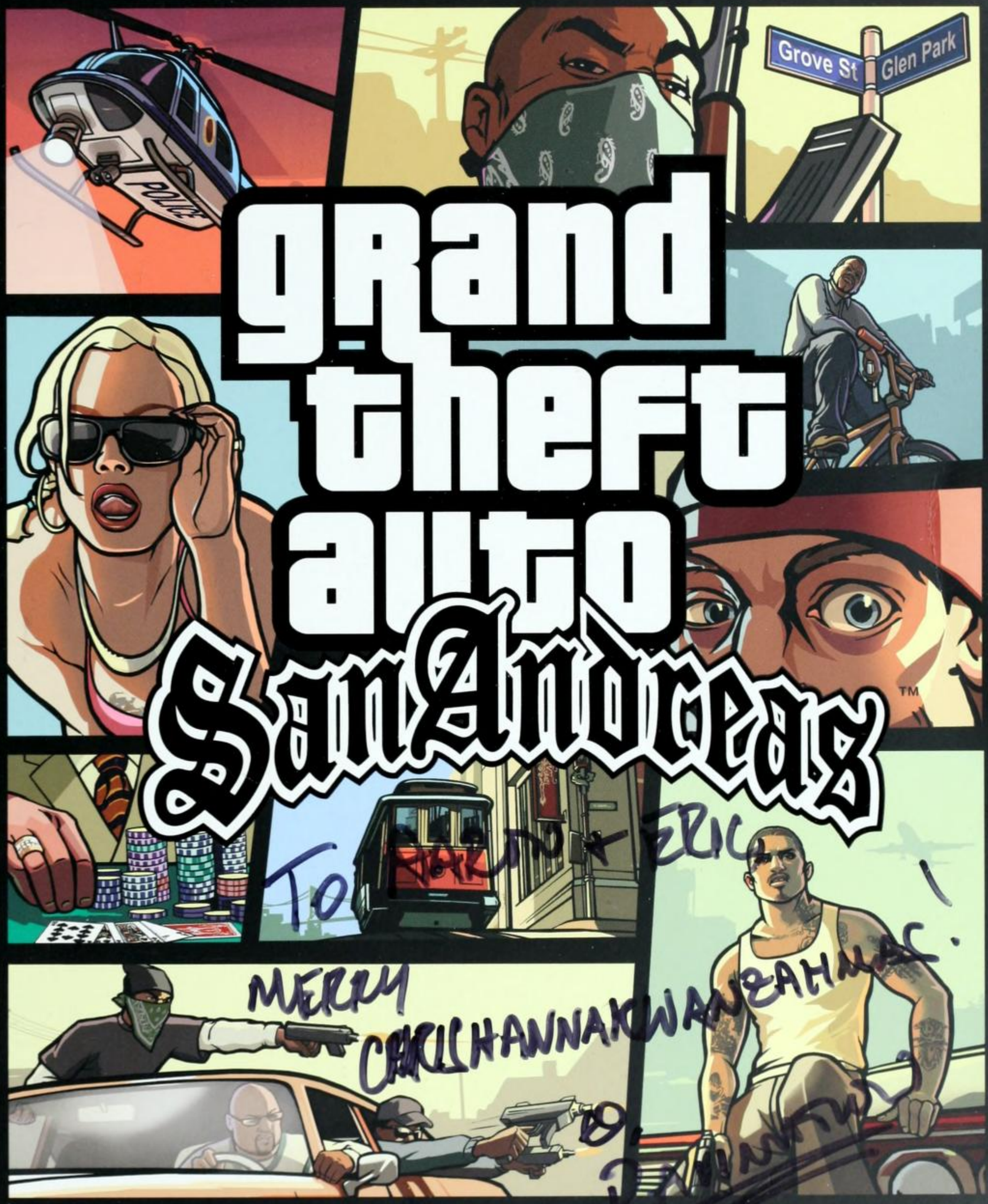


# grand theft auto San Andreas

™

MATURE 17+
M
CONTENT RATED BY ESRB

This guide is based on a Mature Rated game.

# OFFICIAL STRATEGY GUIDE

SIGNATURE SERIES

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

BY TIM BOGENN & RICK BARBA

SHOUT
SHARE
IT

# Welcome to San Andreas

## Getting Around

There are lots of ways to get around in San Andreas; you can trek on foot, control almost any vehicle imaginable (see the Wang's Auto Trader chapter), or even purchase a ticket at any of the three major airports for a flight to another city. This option is available once you have safe access to the city to which you want to travel. If you try to swim to the next city before gaining safe entry, you gain a four-star Wanted Level (details below) until you leave and can lower the level in a city that welcomes you. Find the door with the yellow marker on the exterior upper levels of the Los Santos and San Fierro airports. The Las Venturas ticket machine is much easier to find since there's only one level.

## Staying Out of Trouble

### Wanted Level

The Wanted Level only appears below your weapon selection meter when you get into trouble. You can only get as high as a four-star Wanted Level in Los Santos, but a five-star level is possible once you access San Fierro, and even six when you visit Las Venturas. You can stay out of trouble to make a one-star Wanted Level go away, but beyond that you need to find Police Bribes (one bribe lowers the level by one star) and Pay 'n' Sprays (see our maps), complete the mission you are currently playing, get Busted, or Wasted. The latter two are not good options.

**WANTED LEVEL CONDITIONS**

| WANTED LEVEL | LAW ENFORCEMENT |
|---|---|
| 1 Star | If a cop sees you, he'll go after you. |
| 2 Stars | Additional Police Cruisers join the bust. |
| 3 Stars | Police Helicopter joins the mayhem. |
| 4 Stars | SWAT with Mini-SMGs in Enforcers arrive and SWAT members repel from additional chopper. |
| 5 Stars | Four FBI agents arrive in a Rancher packing MP5s. |
| 6 Stars | Army is called in with Rhinos and Flatbeds full of Army men with M4s. |

## Stats

### Stamina, Muscle, and Fat

The Stamina statistic reflects CJ's endurance when sprinting, swimming, and cycling. For more information on improving this stat and the muscle stat, see the Gyms section of this guide; for details on the Fat stat, see Restaurants—both in our Odd Jobs chapter.

### Driving, Bike, Cycling and Flying

Driving stats increase as you drive vehicles. This improves the handling of all the vehicles you enter. The Bike skill increases as you ride motorcycles. The higher the stat, the less chance you have of falling off. Cycling skill increases as you ride bicycles (including stationary bikes at the Gyms). The higher the stat, the less chance you have of falling off; plus your bunny hops are higher and you can reverse at higher speeds without eating dirt. The Flying stat improves aircraft handling, and a pilot's license is given at 20%, granting you access to all the airports.

### Respect

Respect enables you to recruit gang members, and is made up of a number of components:

| RESPECT TYPE | RESPECT TOTAL CONTRIBUTION |
|---|---|
| Running respect | 40% |
| Mission progression | 36% |
| Territory under control | 6% |
| Money | 6% |
| Fitness | 4% |
| Girlfriend progress | 4% |
| Clothes | 4% |

**RUNNING RESPECT BREAKDOWN**

| ACTION | STATISTIC MODIFICATION |
|---|---|
| Killing a dealer | + .005% |
| Killing a gang member | + .5% |
| Killing a member of your gang | - .005% |
| A member of your gang gets killed | - 2% |
| Territory gained | + 30% |
| Territory lost | - 3% |

## Recruiting Gang Members

You can recruit by pressing the Up on the D-pad while targeting a gang member. Once a gang is recruited, press Up on the D-pad again to call them to you; they will follow you and return fire if you get attacked. If you attack a target, the gang will do the same. If you attack an enemy gang member, your gang attacks any member of the gang you just attacked. Press Down on the D-pad to command the gang to stay put. To disband the gang, hold Down on the D-pad for a few seconds, or leave them for behind. The number of gang members the player can recruit is as follows:

| RESPECT AMOUNT | NUMBER OF GANG MEMBERS |
|---|---|
| Above 1% | 2 |
| Above 10% | 3 |
| Above 20% | 4 |
| Above 40% | 5 |
| Above 60% | 6 |
| Above 80% | 7 |

## 100 % Completion of San Andreas

To reach 100% completion of San Andreas, you must complete the tasks listed below—all of which is covered in this guide (and more)!

**Completion of all game missions:** This includes main story missions and prerequisite Odd Jobs.

**Buying all the asset properties in the game:** Zero RC Shot and Wang Auto; Verdant Meadows Airstrip.

**Acquiring assets for all properties:** Roboi's Food Mart, LS; Hippy Shopper, SF; Burger Shot, LV; Hunter Quarry, Bone County; Vank Hoff Hotel, SF; "RS Haul" Flint County.

**Buying all save houses in the game**

**Painting all 100 Gang Tags**

**Photographing all 50 Photo Ops**

**Collection of all 50 Oysters**

**Collection of all 100 Horseshoes**

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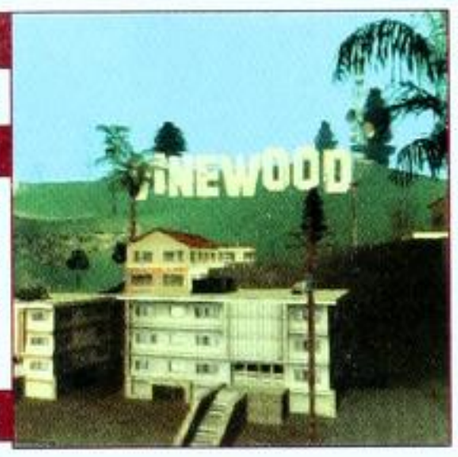

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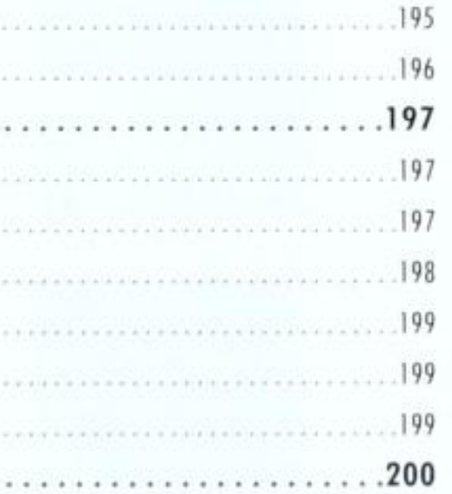

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# Weapons

## WEAPONS SKILL UPGRADES

Your Weapon Skill increases with every accurate shot you land. Getting a high Weapon Skill increases your ability with weapons. View weapon skills by pressing the L1 button when holding the weapon in question. The skill level appears in the stat box in the bottom corner of the screen. You can also check weapon stats through the Stats menu. The Stats menu displays the weapon skill level and a label, such as "Poor," "Gangster," or "Hitman."

Gangster level is reached when skill levels fill 20% to 50% of the meter. All "Hitman" levels are reached when skill levels reach the maximum (100%). Your Weapon Skills improve in-between these milestones, as well.

### Gangster Skill Level

**This rule applies to the following weapons:**
Silenced Pistol, Desert Eagle, all Shotguns, Tec-9, Micro-SMG, MP5, AK-47, and M4.

When Gangster level is reached, you can move while in the aiming stance and your lock-on range, accuracy, rate of fire, and strafe speed increase.

**Weapons (with skill levels) this rule does not apply to:**
Pistol

**Pistol's Gangster Level Explained**
The Pistol's Gangster level increases lock-on range, accuracy and rate of fire. You can already move while aiming and firing this weapon.

### Hitman Skill Level

**This rule applies to the following weapons:**
Silenced Pistol, Desert Eagle, Shotgun, Combat Shotgun, MP5, AK-47, and M4.

Hitman level is reached at maximum weapon skill (100%). This allows you to fire while moving. Lock-on range, accuracy, rate of fire, and strafe speed also improve.

**Weapons (with skill levels) this rule does not apply to:**
Weapons held in each hand (see below).

### Double Weapon Hitman Level

**This rule applies to the following weapons:**
Pistol, Sawn-off Shotgun, Tec-9, and Micro-SMG.

You can wield two of the above weapons simultaneously and the lock-on range increases.

## ARSENAL

The following weapons are categorized by weapon slots. CJ has 12 different weapon slots, which hold a particular class of weapons and items. You can only carry one weapon per slot, so if that slot is filled you must press the L1 button while standing over the weapon you want to add to the inventory. The old weapon in that slot is lost.

### Slot 1: Hand

Weapons in this slot allow you to attack and block. To block, hold R1 to select a victim and press Square to block.

**Fist**
No weapons, just the good ol' clenched fist.

**Brass Knuckles**
More damaging than the bare fist.

### Slot 2: Melee Weapons

Weapons in this slot allow you to attack and block. To block, hold R1 to select a victim and press Square to block.

**Baseball Bat**

**Katana**

**Knife**

**Shovel**

**Golf Club**

**Cane**

**Pool Stick**

**Nightstick**

**Chainsaw**
Target select and press Triangle for single attack, Circle for brutal attack. Continue to hold Circle until CJ buries the chainsaw in the victim's gut.

### Slot 3: Handguns

Every weapon in this slot has its own Weapon Skill. All Hitman Skill levels are reached at 100% Weapon Skill.

**Pistol**
Gangster Level reached at 10% Pistol Skill.

**Desert Eagle**
This is a very powerful handgun that must be held with two hands to control recoil. Almost twice as powerful as the Silenced Pistol. Gangster Level reached at 20% Desert Eagle Skill.

**Silenced 9mm**
The silenced pistol is not only good for keeping quiet, but it's also five times as powerful as the Pistol. Gangster Level reached at 20% Silenced Pistol Skill.

### Slot 4: Shotguns

Every weapon in this slot has its own Weapon Skill. All Hitman Skill levels are reached at 100% Weapon Skill.

**Shotgun**
Gangster level at 20% Shotgun Skill

**Combat Shotgun**
This spaz shotgun is the most powerful Shotgun of the bunch. Gangster level reached at 20% Combat Shotgun Skill.

**Sawn-Off Shotgun**
This weapon is more powerful than the Shotgun at close range. Gangster level reached at 20% Sawn-Off Shotgun Skill.

## Slot 5: Machine Pistols

The first two weapons below are in the "Machine Pistol" Skill category. All Hitman Skill levels are reached at 100% Weapon Skill.

### Tec-9

The weakest of the Uzi-type weapons, but allows you to do Drive-bys. Gangster level reached at 10% Machine Pistol Skill.

### MP5

The most powerful weapon in its category, the MP5 is the next best thing to having an AK. Gangster level reached at 30% MP5 Skill.

### Micro-MP5

More powerful than the Tec-9, but can't touch the MP5. Gangster level reached at 10% Machine Pistol Skill.

## Slot 6: Assault Rifles

Both weapons in this slot have their own Weapon Skill. All Hitman Skill levels are reached at 100% Weapon Skill.

### AK-47

The AK-47 is a very powerful weapon with great accuracy at medium to long-range shooting. Gangster level reached at 30% AK-47 Skill.

### M4

The M4 military weapon is top dog, although it's sometimes difficult to compare it to the AK-47. Gangster level reached at 20% M4 Skill.

## Slot 7: Rifles

The weapons in this category have no upgrade ability and no auto targeting feature.

### Country Rifle

A powerful and popular brand of rifle. With its long barrel comes extreme accuracy. You cannot move while shooting or aiming this weapon. Hold R1 for a targeting reticle.

### Sniper Rifle

Hold R1 to raise the scope to your eye, L2 and R2 to Zoom in and out, and L3 to crouch for improved stability. You cannot move while shooting or aiming this weapon.

## Slot 8: Heavy Artillery

The weapons in this category have no upgrade ability and you cannot crouch while wielding them.

### Rocket Launcher

You cannot shoot this weapon without first pressing the R1 button to bring up the targeting box. Aim and press Circle to fire. You'll take damage if you shoot close objects.

### Heat-seeking Rocket Launcher

Press and hold R1 for auto-targeting until targeting reticle turns from green to red. Press Circle to fire a homing missile. The weapon only targets select vehicles and always the nearest vehicle in view. To force a lock-on on a different vehicle, aim away from the selected target and scope the desired target.

### Flame Thrower

Press R1 for a small round targeting reticle and burn baby, burn! Don't get to close to your own fire.

### Minigun

This gun has no auto targeting, but you can pull up a targeting reticle R1 to help your aim. This is one tough piece of hardware! Makes Swiss cheese of anything and everything.

## Slot 9: Thrown Weapons

The weapons in this category have no upgrade ability and no auto-targeting; they're projectiles. The distance that these projectiles are thrown depends on how long you hold the Circle button—within reason.

### Grenade

Explosive!

### Molotov Cocktail

Poor man's grenade. Bottle of gas with a rag fuse.

### Tear Gas

Tears up the eyes, prevents attackers from engaging, and can actually kill if you use enough. Has no effect on CJ.

### Remote Satchel Explosive

Sticky bombs. Sticks to objects when thrown correctly. Switch to the remote control detonator and press Circle to set off.

## Slot 10: Handheld Items

The items in this category have no upgrade ability. All have multiple uses.

### Fire Extinguisher

Press the Circle button or L1 to shoot fire-retardant. Use the R1 button for a better view. Press the Right and Left Analog Stick to adjust your position and aim. Always target the base of the fire to put it out. Can also be used like sprayed tear gas to subdue enemies.

### Camera

Hold R1 to aim; L2 zooms in R2 zooms out. Press Circle to snap picture. Press L1 to save pictures onto the memory card. Particularly handy for San Fierro Photo Opportunities. Recruit a gang; take their picture as they pose. Hand the camera to them and they'll take your picture!

### Spray Can

Target with R1 and press Circle to spray green paint in face of the enemy to defeat them. Also used for tagging over rival gang tags.

## Slot 11: Gifts

### Flowers

Check our Unique Attactions maps to pick some pretty flowers. The ladies just love the surprise!

### Mystery Items

See what other items you can find to give your girlfriends and fill this slot.

## Slot 12: Apparel Items

### Thermal Goggles

Press Circle to engage thermal vision. This makes warm bodies glow in the dark and allows you to see at night. To turn them off, you must scroll back to the Thermal Goggles and press Circle.

### Parachute

You can find these lying around San Andreas in the most unique places. You also receive these when jumping out of a plane after completing Pilot School. Press Circle to pull the rip cord. For more tips, see **Pilot School** in the **Odd Jobs** chapter.

# AUTO TRADER

Cars, motorcycles, trucks, boats, planes, helicopters, government auctions, and more! We have everything you're looking for!

Pimp-out your ride at one of these fine Carmod shops around San Andreas:

TF =Transfenders  =ArcAngels

## SUVs & Wagons

### Huntley

4-door luxury SUV. $40K. Great power and responsiveness. We dare you to go off-road with that sticker price. Export.

### Landstalker

'92 SUV, fully loaded, no rollover worries!

### Perennial

Vintage family wagon. For $8K we'll Import one for ya!

### Rancher

Nice compact yet heavy 2-door SUV. The Exporting guys from Easter Basin are knocking down our doors for this one. Come in today and take it home for $40K.

### Regina

Station Wagon at its purest.

### Romero

We know of one girl who digs this ride! Take it to Transfenders and see if they can breathe some life into it.

### Solair

This year's Solair is beating the Stratum's high sticker price. We'll make an offer you can't refuse. We'll even throw in a coupon for Transfenders!

## 2-Door Sedans & Compacts

### Alpha

'92 Alpha. Fully loaded. Great warranty. Great car for city driving.

### Blista Compact

Speed and fuel economy in one small package. Export this little prize for $35K at the Easter Basin docks.

### Bravura

2-door, 5 gears, automatic, best offer.

### Buccaneer

Could pass for a lowrider, to the untrained eye. Very sweet ride. Good handling. Nice top speed.

### Cadrona

An affordable and safe economy vehicle. In other words, slow and cheap.

### Club

Is it a short SUV or is a large compact? Whatever it is, it can move! Buy one from us or our friends at Easter Basin Docks for $28K.

### Esperanto

Got some age and high miles, but she's durable. Good for the commute to the city every morning.

### Feltzer

A convertible dream. Classy and fast. Easter Basin has been begging us for this one. You can have it for $35K.

### Fortune

If it's your fortune, get another opinion.

### Hermes

V8 classic with lots of metal to keep you safe. Very attractive with lots of sex appeal.

### Hustler

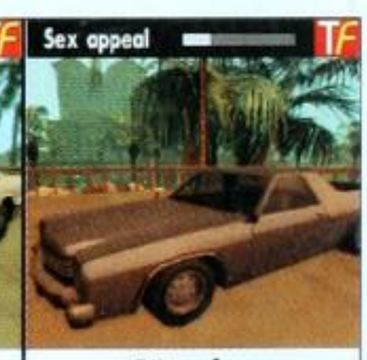
She's got legs. She knows how to use them.

### Majestic

This is one ride you won't worry about taking into a warzone—you won't mind losing it! Equipped with custom rims.

### Manana

It'll get you to where you need to go.




### Picador

Get your own and stop borrowing your next door neighbors.




### Previon

Dependable. Good gas mileage. Low miles. Great handling. Once you get it up to speed, it really hums.

### Stafford

Call today and get your Stafford. 10-year waiting list. Export $35K.

### Stallion

Classic muscle car convertible. A "guy's" car. Low miles. Could use some extras. Exporters are coming to take it for $19K, so act quickly!

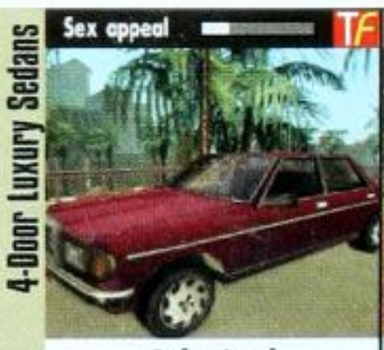
### Tampa

This beater has some real potential. Nice body, but needs work. Buy it today and we'll throw in some Transfenders gift certificates.

### Virgo

They just don't make cruisers this long anymore. Come get it before it comes back into style.

## 4-Door Luxury Sedans




### Admiral

It's classy, it's expensive, it handles like it should at high speeds. Easter Basin Docks wants it; so should you. $83,949.

### Elegant

The name says it all.

## Emperor

King of the 4-door sedan. '99 model. New look but no advances in engine design.

## Euros

A great affordable sports car. Extreme high speed and wonderful handling. Export and earn $35K.

## Glendale

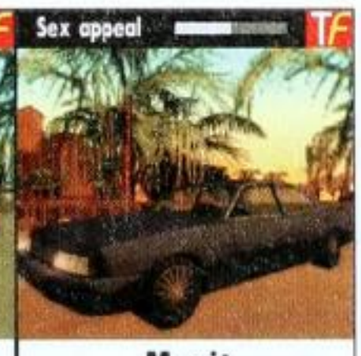
Nice vintage vehicle for cruises along the coastline.

## Greenwood

Give her a chance and some time; she'll get up to speed after a while.

## Intruder

4-door economy vehicle. Great for salesmen.




## Merit

Good vehicle, nice acceleration, bad cornering unless you handbrake it! Transfenders will make it look nicer.

## Nebula

This is your father's Oldsnebula. Pretty smooth ride when it's not moving between gears!

## Oceanic

It's got some miles on it, but it refuses to go to the scrap yard. Cruise the beaches in style. Get your Oceanic today!

## Premier

Smooth ride, looks great, girls dig it, makes you look responsible—come buy it.

## Primo

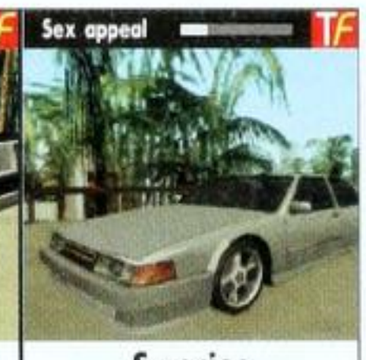
Not the flashiest vehicle in our inventory, but this one will not disappoint the avid driver.

## Sentinel

4-door luxury is just a phone call away. It's got class and speed! Exporters pay $35K for this vehicle, so act fast before it's gone.

## Stretch

Drive through Carlton Heights in style. Handles great for its size. Come and get it now before the Export dock takes it off our hands for $40K.




## Sunrise

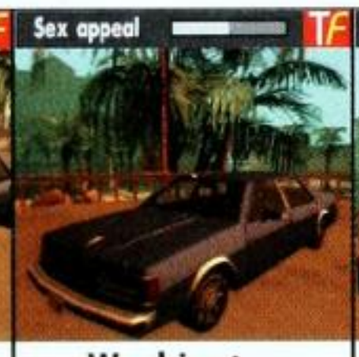
Good name for such an enjoyable car... you'll want to drive it until the sun comes up. Handles nicely and has some power under the hood.

## Tahoma

Grips the road, has great acceleration. Not bad, not bad at all. See if our buds at Transfenders can make it look more purdy.

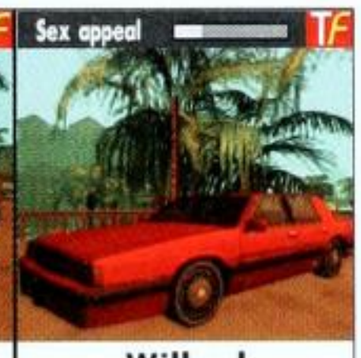
## Vincent

Nice look, good acceleration. What's the Vincent Price, you ask? Come in and we'll work something out.




## Washington

'92 model. Brand spankin' new. May not be the sharpest one on the lot, but your significant other will like it.




## Willard

Much like the movie: it squeaks and it's hard to get rid of.

Muscle Cars

## Buffalo

"Have you seen this year's Buffalo?" Call Catalina in Fern Ridge for a test drive. Export $35K.

## Clover

Yee-haw! This is the vehicle for you back road wanderers. Really kicks up the dirt!

## Phoenix

Come and get the last Phoenix on the lot. If you're still sporting a mullet, we'll even make a special deal!

## Sabre

This muscle car is on the most wanted list. Exporters are begging for us to give it to them for less than $19K.

Street Racers

## Elegy

Nice lines, nice upgrades, but may get left behind the rest of the street racing pack.

## Flash

Flash is right! This little auto hugs the road with its low center of gravity, and it really pushes the RPMs!

## Jester

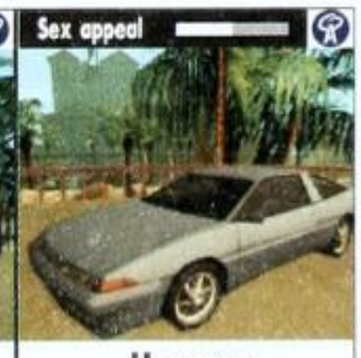
Purchase this Import street racer at Easter Basin Docks for $28K. It's nicer than Uranus.

## Stratum

Can you believe it?! A station wagon street racer? Believe it. Wait until you see what Wheel Arch Angels can do with it.

## Sultan

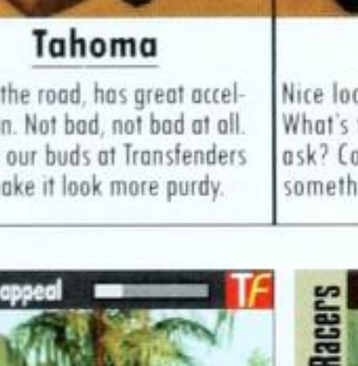
This little machine has street cred. It's one of the fastest street racers on the market today.




## Uranus

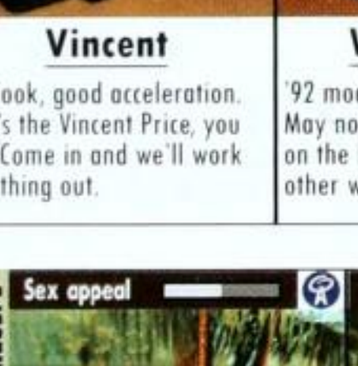
Uranus has sex appeal! Park Uranus at Wheel Arch Angels and let them work it over.

High Performance Sports Cars



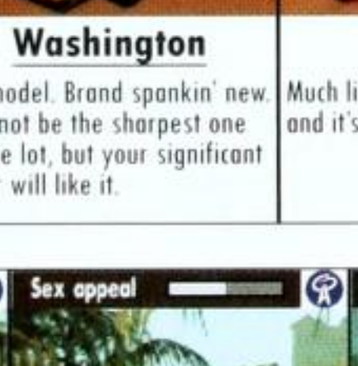

## Banshee

One of the finest cars on the lot. All eyes will be on the '92 Banshee! Get it now before Easter Basin Docks takes it for $45K!



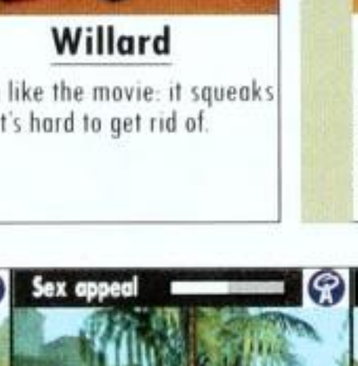

## Bullet

This is an automotive masterpiece. Import one at the docks for $84K (when available). Or win one by earning all silver awards in Driving School.




## Cheetah

Chicks dig it. They don't come much faster than this! Get this year's model before the Exporters steal it from us for the low, low price of $105K.




## Comet

The '92 Comet is a sight to behold. You've got to have one. If you get two, export one. $135K. That could buy you a couple of houses!

## Hotknife

This speedster cuts through traffic like a Hotknife through butter. Lot's of sex appeal. Achieve all gold in Driving School and take this one home for free.

## Hotring Racer

Man, wouldn't it be cool if you could get one of these off the track and out into the streets of San Andreas? Ahh, you can. Just beat 8-track!

## Infernus

Get to wherever you're going quickly! Easter Basin Exporting is begging us to let it go for $95K! Call now!

# AUTO TRADER • Vehicles

## Super GT

It's hard to let one go once you find one of these firecrackers, but Easter Basin will pay $105K to Export one. Earn one by getting all bronze in Driving School.

## Turismo

One fast puppy with sex appeal. This is an Easter Basin Import bonus vehicle. You can have it for $76K. What a steal!

## Windsor

Luxury, sport, and power in one elegant and affordable package. It's what everyone in Paradiso is driving. Import one when you can! $28K.

## ZR-350

The new ZR-350s are in! Get 'em while they're hot! If you can get your hands on one, export it. They can often be found in and around airports. $45K.

Heavy Trucks & Utility

## Benson

Leaving town? Leaving too fast to take stuff? If not, you need a moving van. Call us today.

## Boxville

Nope, this is not the one. Try looking for a black one for Burglary Missions.

## Boxville (Black)

Ahhh, yes. That's the one. Find three of these around San Andreas and begin a crime wave like never before seen in this state. Press R3 at night to begin Burglar.

## Cement Truck

Cement Truck. Can put all your troubles six feet under.

## Combine Harvester

For your heavy duty farming needs. Also doubles as a meat grinder!

## DFT-30

A surprisingly responsive flatbed truck.

## Dozer

Need a Bulldozer? We've got everything! Use the Right Analog Stick (up and down) to work the loader. Rear-wheel steering takes some getting used to.

## Dumper

Have heavy loads to move? This truck is what you need. Has working hydraulic loader. Tilt down on Right Analog Stick to dump, tilt up to raise.

## Dune

Transport truck designed for off-road travel. Go figure. It's slow, but not much can stop it. Get your own by beating Kickstart.

## Flatbed

One of the most durable vehicles you can find. Great for taking care of business... no matter your business. That's your business, not ours.

## Hotdog

Hotdog! Get your Hotdog! One foot of pure meat!

## Linerunner

For your hauling needs. Back this durable monster up to any trailer and take it away!

## Mr. Whoopee

Start your own ice-cream business. Buy now! Press L3 to turn music on and off

## Mule

The choice vehicle for movers and ground shipping. She works like a mule!

## Packer

Transport truck. Raise and lower the car carrier using the Right Analog Stick. It's an okay drive, but much more fun to speed up its ramps on a motorcycle!

## Roadtrain

Seriously durable truck cab. With the Bull Bars, you could go one-on-one with the Brown Streak. It hauls trailers, as well.

## Tanker

Truck Cab that can be Exported to make $35,000. Back this vehicle up to trailers and carry 'em away. Drive carefully or you'll lose your load.

## Tractor

Operational towing arm for farm machinery and for towing vehicles. Press down on the Right Analog Stick to lift up, and press down to lower load.

## Yankee

Go get your truck hat! This is a big moving truck, but a little light under the hood.

Light Trucks & Vans

## Berkley's RC Van

If you don't need to get somewhere in it, do Zero a favor and annihilate it!

## Bobcat

Everyone needs a pickup at some point. Buy one today and leave it in the backyard to rust.

## Burrito

Gangsta van from another era.

## Forklift

Working forks! Press the Right Analog Stick up to lift, and press down to lower. Rear-wheel turning takes some getting used to. Turns very sharply.

## Moonbeam

'92 model. Not much under the hood. Bubblegum and Cluckin' Bell stains on the seats. We'll take best offer.

## Mower

Next time she says, "Honey, will you go mow the lawn?" hop on this.

## Newsvan

The news starts here.

## Pony

New '92 model. Fully loaded, FM radio, new tires! Call now.

## Rumpo

Used van, decent tires, 40K miles, ignore the body in the back. Come and take it off our hands.

## Sadler

2-door pick-em-up truck.

## Tug

Airplane-tugging utility vehicle with a surprising level of sex appeal.

### Walton

Not a looker, but have the guys down at Transfenders see what they can do.

### Yosemite

When muscle is your number one priority, a Yosemite dually has unrivaled stability and performance.

## Lowriders

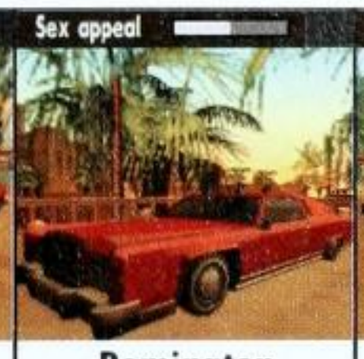
(Mod these at Loco Low Co.)

### Blade

2-door ragtop with no hydraulics. Go to Loco Low co. for help with your lowrider needs. Or, Export this vehicle for a quick $19K.

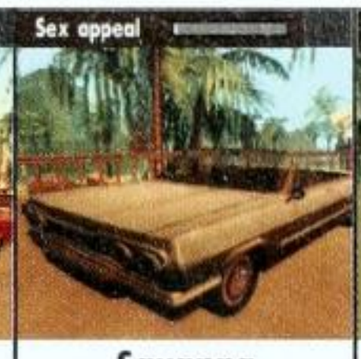
### Broadway

2-door ragtop lowrider with no hydraulics. . . yet. Press R3 to begin Pimping. Take it to Loco Low Co. and see what they can make of it.




### Remington

12 cylnders under the hood. It's a gas-guzzler but it gets up and goes. No hydraulics, but you can get some at Loco Low Co. A $30K Export.




### Savanna

Convertible 4-door lowrider with no hydraulics. Loco Low can hook you up with that and much more.

### Slamvan

No hydraulics, but that can be rectified at Loco Low Co. Exporters are trying to get their hands on this one! Find at Jizzy's "Palace" under the Gant Bridge. $19K.

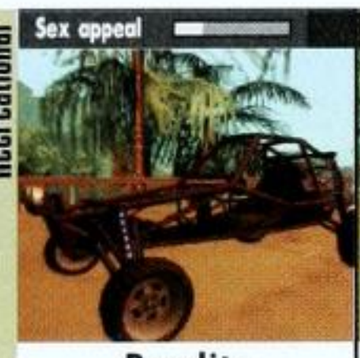
### Tornado

It's big, it's low, and it's powerful. Loco Low Co. is just waiting to get their hands on this one!

### Voodoo

Dreaming of a lowrider gang car? Not too popular with the ladies, but your homies will be envious. To get it cut and some hydraulics, take it to Loco Low Co.

## Recreational




### Bandito

This dune buggy is not intimidated by any terrain. Import bonus vehicle. $12K.

### BF Injection

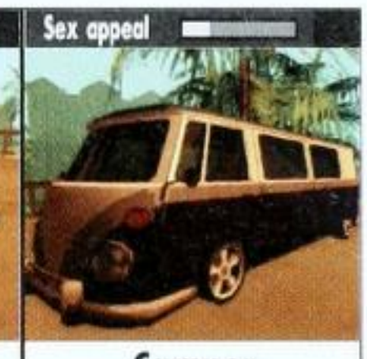
One of the best off-road vehicles available! Find one on the southern beach of Whetstone or beat Dirt-Track or buy ours for $15K.

### Bloodring Banger

Demolition at its finest. This can be yours if you survive the Blood Bowl!

### Caddy

Show up to the green in style in this, the latest '92 model golf cart. If you're not holding a melee weapon when you enter, you will be when you leave. Fore!




### Camper

This '92 model van/bus is a cool retro ride that can be Exported at Easter Basin. $26K.

### Journey

This small RV has it all for the weekend warrior. When you've had enough of the great outdoors, Export it for $22K.

### Kart

Go cart with insane cornering and one gear.

### Mesa

This popular off-road vehicle can be Exported. $25K.

### Monster

4-wheeling don't get bigger than this! This is a bonus Import vehicle that we'll let you have for $32K. Or you can win it by beating 8-track.

### Personal Transport System

Rumored to be In development. Look for it after Green Goo at Verdant Meadows.

### Quad

Take a day off and go have some fun. Pick up a Quad and get off the pavement. Very stable for such a dangerous recreational vehicle.

### Sandking

Off-roading bliss is just moments away in this 2-door SUV.

### Vortex

Small hovercraft vehicle. Go on land or on sea. Import one when possible at Easter Basin Docks for $20,800.

## Bikes

### BMX

Press and hold L1 then release for bunny hop. Press X to pedal. Tap X repeatedly to sprint on the pedals. Press L3 to ring the bell.

### Lowrider Bike

Awesome sissy bar! We'll throw in some cards for the spokes if you pick one up today!

### Mountain Bike

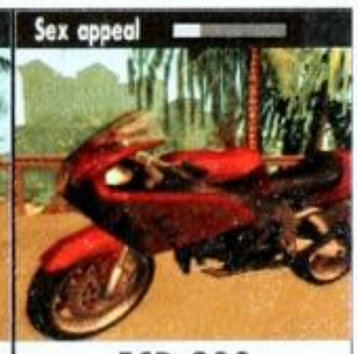
A tough-built bike for off-road abuse. Press and hold L1 then release for bunny hop. Press X to pedal. Tap X repeatedly to sprint on the pedals.

### BF-400

Crotch-rocket with optional windshield. Fly past those PCJ owners.

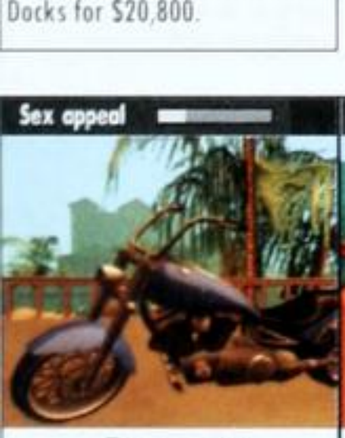
### Faggio

Come on now, that's pronounced Fah-jee-oh. Slow but stable and not something that you should drive to the girlfriend's house.




### FCR-900

A great bike. Export it for $10K. We have two models available. Get all silver awards in Bike School to make this yours.




### Freeway

Great sex appeal in the motorcycle class. Get your leather chaps and helmet! It's yours if you get all bronze awards at Bike School. $10K.

### NRG-500

The fastest bike available, bar none. Get all gold awards at Bike School for your very own NRG. Great to use for Unique Stunt Jumps.

### PCJ-600

Average racing bike, but still beats a car for getting through traffic. Used to be untouchable in its day. We're practically giving them away. Call now!

### Pizzaboy

Moped for Well Stacked Pizza delivery boys.

### Sanchez

Going off-road? Gotta have one of these. This is the best 2-wheel vehicle for getting across rough terrain. Exporters want it! $10K.

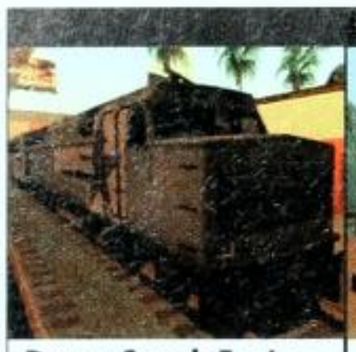
### Wayfarer

Very stable, very safe. For hog lovers who don't like bugs in their teeth.

## Civil Servant & Transportation

### Baggage

Airport bag carrier.

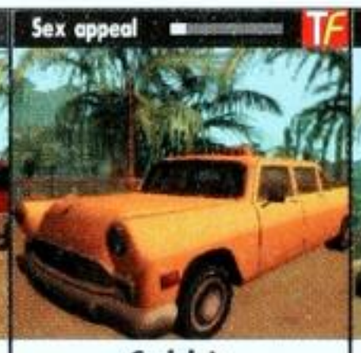


### Brown Streak Engine

If you can't afford the fare, highjack it! Take a ride around San Andreas. Press R3 to begin Freight Train.

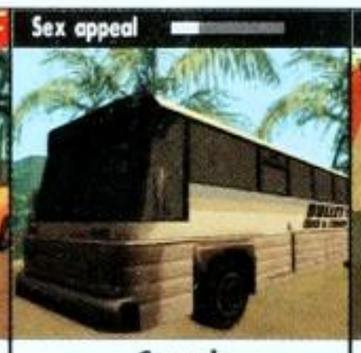
### Bus

Carry loads of homies! Get one today. Hope you have a large garage; you'll need it.



### Cabbie

Press R3 to begin Taxi Driver. Steal one and make $12 bucks from cabby's stash.



### Coach

Coach of a football team? Rockstar? Gangster with lots of backup? If this is you, come get this vehicle.

### Freight

It's a train. It carries freight.

### Sweeper

If you're looking for a quick getaway, run right past this one.

### Taxi

Press R3 to begin Taxi Driver. Steal one and make $12 bucks in change from cabby's purse.

### Towtruck

To lower the hook, press up on Right Analog Stick. Back up to the front of a vehicle and press down on the Right Analog Stick to lift the vehicle. Drive away.

### Trashmaster

It's more about chicken maggots than chick magnets.

### Utility Van

We found this one out front! Come and get it soon.

Commercial/Government Auctions

### Ambulance

Press R3 for Paramedic missions. Small amount of health given when entered. It's top heavy, so careful in sharp turns at high speeds.

### Barracks

Press R3 to begin Vigilante. Very durable truck for the Vigilante mission, but you may find that it's too slow to keep up with the bad guys.

### Enforcer

It's big, it's bad, and it's against the law to own one of these! Press R3 to begin Vigilante. Enter the truck and get full Armor—one time only.

### FBI Rancher

It's big, it's bad, it's an FBI SUV! Working police radio still installed. Press R3 to become a weekend Vigilante!

### FBI Truck

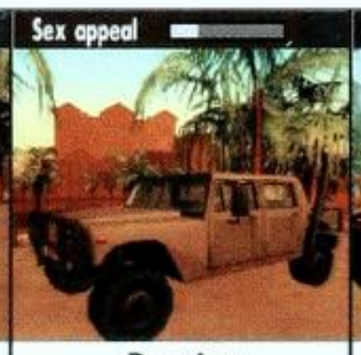
Durable all-terrain SUV, but has trouble catching speeders. Press R3 for Vigilante. Roof-mounted gun is for SWAT members only.

### Fire Truck

Press R3 to begin Firefighter. Circle to use water cannon, Right Analog Stick to aim horizontally, Left Analog Stick to aim vertically.

### HPV1000

Police motorcycle with Vigilante capabilities; press R3 to begin.



### Patriot

It's not bulletproof, but it will get you through tough times. Very durable and great for off-road needs. Exporters are on their way right now to get this one for $40K!

### Police

Police car. Press R3 to begin Vigilante missions. Enter for Shotgun and 5 rounds.

### Ranger

2-door Police SUV. Press R3 to begin Vigilante missions. Enter for Shotgun and 5 rounds.

### Rhino

RPGs can hardly stop this tank! Steal one during six-star Wanted Level or complete the game. Press R3 to begin Vigilante missions.

### Securicar

Durability when you need it the most!

### S.W.A.T.

A small tank-like law enforcement vehicle that shoots water at rioters. Works just like the Firetruck's water cannon.

Aircraft

### AT-400

Passenger jet airliner. Stay in coach and leave the flying to the real pilots. Go to the airports, purchase a ticket, and catch a flight to the next city.

### Beagle

Medium-sized dual prop plane. Very light. Great for short runways. Non-retractable landing gear.

### Cargobob

A weighty transport helicopter with a unique tail design. Looks military, but is harmless.

### Cropduster

Single prop crop dusting plane. Look for one on the dirt road near a shanty in Bone County, north of Hunter Quarry. Non-retractable landing gear.

### Dodo

Dodo's latest model—comes with wings! Dodo Co. made great advancements this year.

### Hunter

Press R3 for Vigilante Brown Thunder. Left Analog Stick is the flight stick. Win all gold in Pilot School to spawn one at Verdant Meadows Airstrip.

### Leviathan

Appears in Verdant Meadows airstrip after **Up, Up, and Away**. Drop the magnet onto a vehicle to pick it up and Circle to release it.

### Maverick

Very stable and easy to fly. Carries four total passengers.

### Nevada

Vintage dual-prop passenger plane. The price is still up in the air. Come make an offer. Press R3 to retract landing gear.

### News Chopper

A smaller model of the popular Maverick, but with more speed and maneuverability.

### Police Maverick

Law enforcement aircraft with no weapons and no Vigilante opportunity. But sure can rain hell from above when you're wanted!

Sex appeal

## Raindance

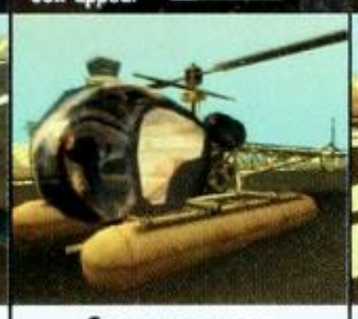
Large heli, little frills.

Sex appeal

## Rustler

Protect your clients from the air with this WWII fighter plane. Don't bail out without a parachute! All bronze awards will make this plane yours.

Sex appeal



## Seasparrow

Pontoon chopper with machine guns, press L1. For your land and sea needs. Call us today; we'll throw in a cheese grater!

Sex appeal

## Shamal

These private jets can be found parked near the aircraft control tower in LV International Airport. Fly like a dream. Press R3 to raise landing gear.

Sex appeal

## Skimmer

It's a plane! No, it's a boat. It's a pontoon plane. Make water landings. Takes off from land, as well, if you have room.

Sex appeal

## Sparrow

From the Sparrow line. If you need guns, you'll have to upgrade to the Seasparrow. We think that may be too much chopper for you. Take this one.

Sex appeal

## Stuntplane

A single prop biplane. For flying tips, see Race Tournament Barnstorming. No landing gear retraction. Get all silver awards in Pilot School to make this yours.

Sex appeal

?

## VTOL Fighter

This super jet is on the aircraft carrier in SF. Federal law prohibits us from showing a photo.

Boats

Sex appeal

## Coastguard

We guarantee if you buy one of these, you are not obligated to save drowning swimmers.

Sex appeal

## Dingy

Small inflatable boat with twin engines. Really moves!

Sex appeal

## Jetmax

This boat skips across the water and it can be yours if you win all gold awards at Boat School.

Sex appeal

## Launch

Attack boat with large yet unloaded machine gun mounted on the stern.

Sex appeal

## Marquis

An absolutely beautiful gift to yourself. Get all bronze awards at Boat School and this weekend getaway vehicle will be yours for the taking.

Sex appeal

## Predator

It's law enforcement transportation at its finest. No Vigilante, but you've got machine guns, just press L1!

Sex appeal

## Reefer

Your basic fishing boat. For a higher-class cruiser, try the Tropic.

Sex appeal

## Speeder

Unmatched, unbelievable, under-the-sun, but never underwater. And Sexy! Come throw your money into the ocean and get this one-of-a kind speedboat.

Sex appeal

## Squallo

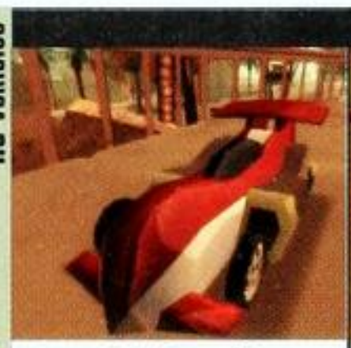
Nothing on or under the sea moves faster than a Squallo, except maybe a Speeder. Get this one by achieving all silver awards in Boat School.

Sex appeal

## Tropic

Now wouldn't your girl love a ride in this! Take the weekend off and do some traveling via San Andreas waterways.

RC Vehicles

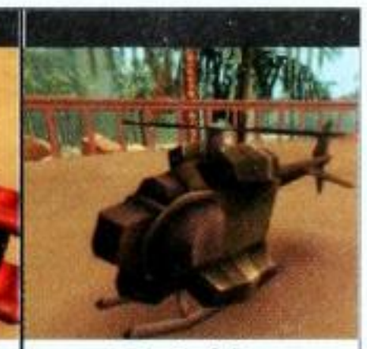


## RC Bandit

Zero's remote control race car.

## RC Baron

Zero's RC biplane. Complete Zero's missions and fly one of these whenever you want! Just visit Zero's toy shop.

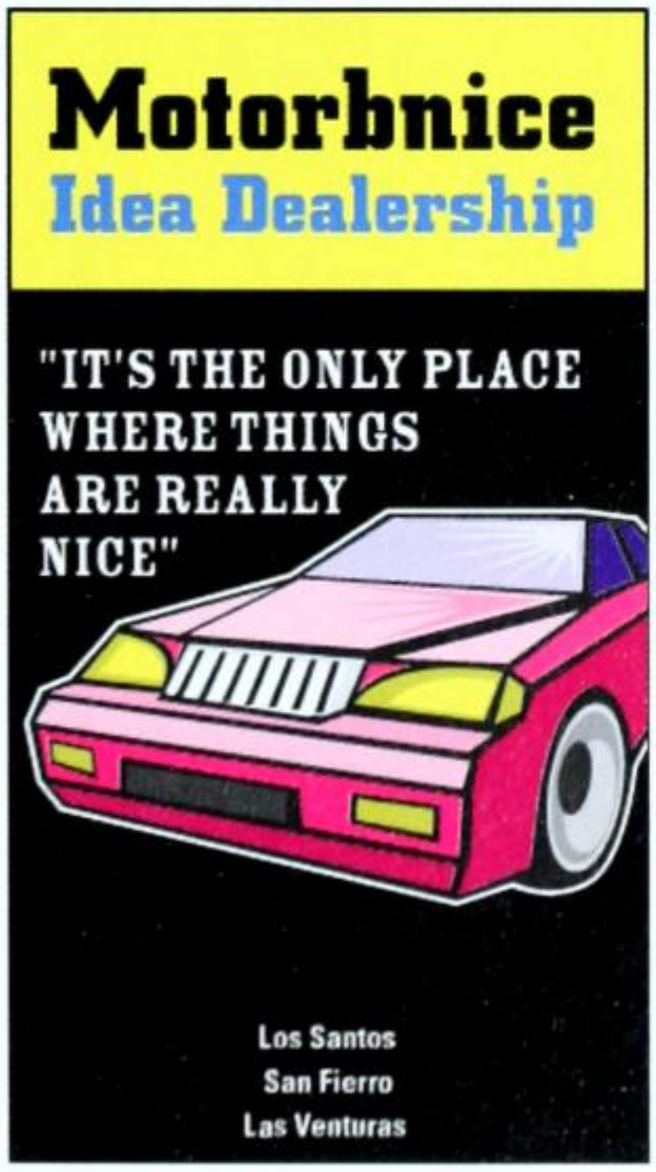


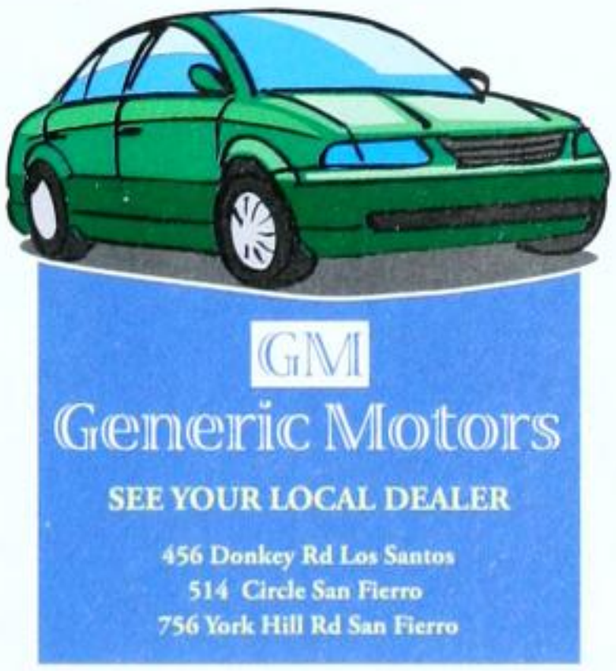
## RC Goblin

Zero's RC chopper.

## RC Tiger

Berkley's RC tank. "Curse you, Berkley!"

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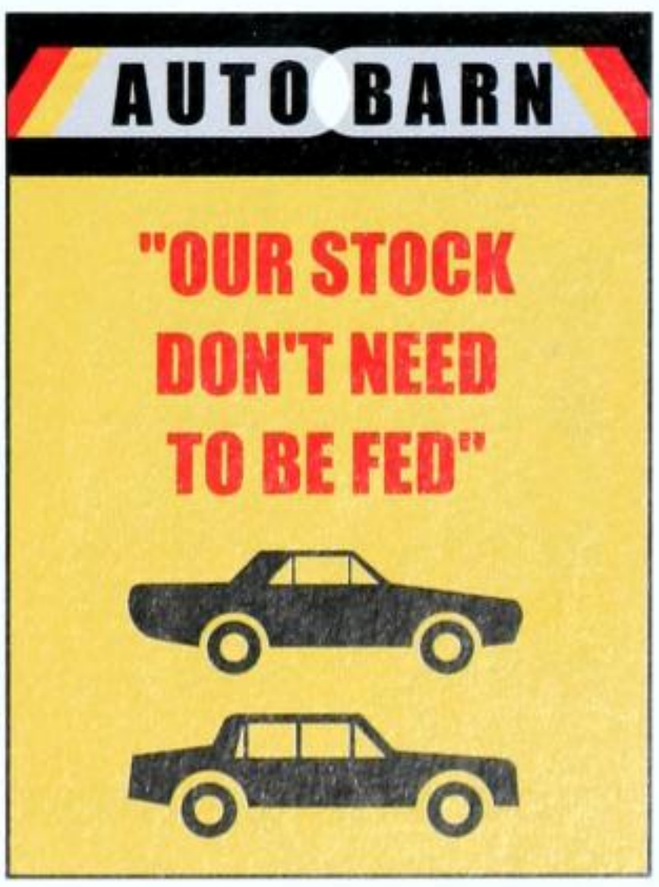
3534 Auto Circle San Fierro
6323 Verbatim Rd Las Venturas



# chapter 1
# Los Santos

***Los Santos, San Andreas... a bustling city that's equally cherished as it is corrupt; abundant and productive as it is vicious and malevolent. The millionaires and movie stars are as prevalent as the dregs and the gangbangers.***

## RESTAURANTS

- Burger Shot ..... Marina ..... E4
- Burger Shot ..... Mulholland ..... D5
- Cluckin' Bell ..... East Los Santos ..... E6
- Cluckin' Bell ..... Willowfield ..... E6
- Well Stacked ..... Montgomery ..... C5
- Well Stacked ..... Palomino Creek ..... C6
- Well Stacked ..... Idlewood ..... E6

## CLOTHING

- binco ..... Ganton ..... E6
- Didier Sachs ..... Rodeo ..... E4
- Prolaps ..... Rodeo ..... E4
- SubUrban ..... Glen Park ..... E6
- Victim ..... Rodeo ..... E4
- Zip ..... Downtown Los Santos .... E5

## POINTS OF INTEREST

- LS Gym ..... Ganton ..... E6
- Barber Shop ..... Playa Del Seville ..... F6
- Barber Shop ..... Dillimore ..... D4
- Barber Shop ..... Marina ..... E4
- Off Track Betting ..... Downtown Los Santos .... E5
- Off Track Betting ..... Montgomery ..... C5
- Tattoo Parlor ..... Idlewood ..... E5
- Tattoo Parlor ..... El Corona ..... F6
- City Hospital ..... Jefferson ..... E6
- Suburban Hospital .... Market ..... E5
- Red Co. Hospital ..... Montgomery ..... C5
- LS Police Dept. ..... Pershing Sq. ..... E5
- Bomb Shop ..... Little Mexico ..... E5
- LS Subway ..... Unity Station ..... E5
- LS Rail System ..... Market Station ..... E4
- Carmods ..... Playa Del Seville ..... F6
- Ammu-Nation ..... Palomino Creek ..... D6
- Ammu-Nation ..... Market ..... E5
- Ammu-Nation ..... Blueberry ..... D4
- Ammu-Nation ..... Willowfield ..... E6
- 24/7 ..... Conference ..... E5
- 24/7 ..... Mulholland ..... D4
- 24/7 ..... Ganton ..... D5
- 24/7 ..... Little Mexico ..... E5
- Safehouse
- Bars/Clubs

# City Amenities

# Security Services

## WEAPONS

1. **Chainsaw** • The Panopticon • Beside west log shelter. • **D3**
2. **Shovel** • The Panopticon • Under back overhang of shanty in the logging site. • **D3**
3. **AK-47** • Red County • Near Blueberry Acres outside the FleischBerg beer factory; north side. • **D3**
4. **Nitestick** • Blueberry • **D4**
5. **Chrome Gun** • Blueberry • **C4**
6. **Colt 45** • Blueberry • **C4**
7. **Nitestick** • Blueberry • **C4**
8. **Chrome Gun** • Blueberry • **C4**
9. **Nitestick** • Blueberry • **C4**
10. **Colt 45** • Blueberry • **C4**
11. **Chrome Gun** • Blueberry • **C4**
12. **Nitestick** • Blueberry • **C4**
13. **Colt 45** • Blueberry • **C4**
14. **Mystery Gun 1** • Blueberry • **C4**
15. **Tec-9** • Blueberry • Beside warehouse, opposite the spandex depot. • **C4**
16. **Pool Cue** • Blueberry • Outside the bar/restaurant on the corner. • **C4**
17. **Chainsaw** • Hampton Barns • In front of a shanty. • **C4**
18. **Shovel** • Fern Ridge • **D4**
19. **MP5 Ing. (SMG)** • Montgomery • Inside yard on western side of partially burned building, behind cement wall. • **C5**
20. **Satchel** • Montgomery • **C5**
21. **Molotov** • Palomino Creek • On library roof (use roof access stairs). • **D6**
22. **Shovel** • Palomino Creek • In cemetery. • **D6**
23. **Sawn Off Shotgun** • Palomino Creek • Behind house with the single white garage door; on the back porch. • **D6**
24. **Country Shotgun** • Dillimore • **D5**
25. **Tec-9** • Mulholland • Behind posh house with two double door garages. • **D4**
26. **Cane** • Mulholland • **D5**
27. **Golf Club** • In front of the broadcasting tower, behind the VINEWOOD sign on the grassy hill. • **D5**
28. **Sniper**, Mulholland • **D4**
29. **AK-47** • Mulholland • Behind Roboi's Food Mart (24/7 shop). • **D5**
30. **Molotov** • Mulholland • **E4**
31. **Tear Gas (Gas Grenades)** • Mulholland Intersection • Top of stairs of opera house.
32. **Cane** • Temple • **E5**
33. **MP5 Ing. (SMG)** • Las Colinas • On large brick patio of posh house. • **E5**
34. **Grenade** • Las Colinas • **E6**
35. **Spray Can** • Las Colinas • Behind mobile home with porch addition. • **E6**
36. **Knife** • Market • Near loading bay behind strip of stores. • **E5**
37. **Parachute** • Downtown Los Santos • Rooftop helipad of tallest building in Los Santos. Enter the building through the front door to warp to rooftop door. • **E5**
38. **Rocket Launcher (RPG)** • Downtown Los Santos • Top of building, accessible only by aircraft (10 Oysters). • **E5**
39. **Sniper Rifle** • Jefferson • Roof of hospital. • **E6**
40. **MP5 Ing.** • Las Colinas • **E6**
41. **Colt 45** • Las Colinas • **E6**
42. **Tec-9** • Las Colinas • **E6**
43. **Sawn Off Shotgun** • East Los Santos • Roof of Pig Pen. Climb up on low north-eastern corner of building to reach. • **E6**
44. **Molotov** • East Los Santos • In alley beside Rodriguez Iron Works building. • **E6**
45. **Micro Uzis** • Los Flores • **E6**
46. **Grenade** • Los Flores • **E6**
47. **Cane** • Rodeo • **E4**
48. **Colt 45 (9mm)** • Santa Maria Beach • On a Santa Maria Beach lifeguard post. • **E4**
49. **Grenades** • Santa Maria Beach • Behind small, wooden building on the Santa Maria pier, behind pizza stand. • **E4**
50. **Silenced Pistol** • Conference Center • On the back steps of Conference Center. • **E5**
51. **Brass Knuckles** • Commerce • In alleyway beside Robai's Food Mart (24/7 Shop), Courier Mission location. • **E5**
52. **MP5 Ing. (SMG)** • Unity Train Station • Behind short white wall. • **E5**
53. **Katana** • El Corona • Behind wooden fence • Behind 69cent (24/7 Shop), across from Unity Train Station. • **E5**
54. **Grenade** • Idlewood • Second floor walkway of 24-Hour Motel. Also near a tag location. Both accessed from parking lot in back. • **E6**
55. **Chainsaw** • Willow Field • **E6**
56. **Brass Knuckle** • Ganton • **E6**
57. **Shovel** • Ganton • In Ryder's Backyard. • **E6**
58. **Camera** • Ganton • **E6**
59. **Tec-9** • Ganton • **E6**
60. **Colt 45 (9mm)** • Ganton • In backyard corner near road wall, behind Sweet's house. • **E6**
61. **Spray Can** • Ganton • Rooftop of Pawn Shop, behind Mom's house. Use short wall behind garage to reach garage top; go from rooftop to rooftop to reach. • **E6**
62. **Micro-SMG** • Ganton • Under bridge in flood control, short southeast walk from Mom's house. • **E6**
63. **Tec-9** • Los Santos International Airport • Under Los Santos International's raised freeway onramp, close to the parking lot. • **F5**
64. **M4** • Los Santos International Airport • End of runways between white and yellow striped ramps. • **F5**
65. **AK-47** • Ocean Docks • **F6**
66. **Tear Gas** • Ocean Docks • **F6**
67. **Sawn Off Shotgun** • Ocean Docks • **F6**
68. **Molotov** • Ocean Docks • **F6**
69. **Chainsaw** • Ocean Docks • At the bottom of a stone pier near water level, behind the steps. • **F6**
70. **Desert Eagle** • Playa Del Seville • Behind short cement wall and fence close to the shoreline, near the docks. • **F6**

## PAY 'N' SPRAY

- **Idlewood** • **E6**
- **Santa Maria Beach** • **E4**
- **Temple** • **D5**
- **Dillimore** • **D4**

## POLICE BRIBES

- **East Los Santos** • Through gap in fence to flood control. • **E6**
- **Ganton** • Through alleyway close to hub. • **E6**
- **Las Colinas** • In sloping alleyway. • **E6**
- **Las Colinas** • Collected by jumping east down road. • **E6**
- **Ocean Docks** • Top of bridge arch. • **F6**
- **Market** • In courtyard that forms a crossroads. • **E5**
- **Glen Park** • Archway under bridge. • **E5**
- **Vinewood** • Underpass. • **E4**

## BODY ARMOR

- **NE Red County** • Between the stairways. • **C6**
- **Blueberry** • Under flood control overpass. • **C4**
- **Willowfield** • Behind building. • **E6**
- **East Beach** • Behind house. • **E6**
- **Willowfield** • Beside train tracks, between mound of scrap and crates. • **E6**
- **Las Colinas** • In yard. • **E6**
- **Verdant Bluffs** • Outside restaurant seating. • **E5**
- **Conference** • Orbital walkway. • **E5**
- **Pershing Square** • Los Santos police locker room. • **E5**
- **Los Santos Airport** • Front of airport. • **F5**

## ADRENALINE

- Jefferson • On roof of hospital. • **E6**
- Santa Maria Beach • At foot of pier's ferris wheel. • **F4**

LAS VENTURAS
BONE COUNTY
RED COUNTY
LOS SANTOS
PALMS
LIL' PROBE INN
OCTANE SPRINGS
FORT CARSON
HUNTER QUARRY
GREENGLASS COLLEGE
LVA FREIGHT DEPOT
BLACKFIELD INTERSECTION
BLACKFIELD CHAPEL
RANDOLPH INDUSTRIAL ESTATE
LAST DIME MOTEL
JULIUS THRU WAY SOUTH
ROCKSHORE WEST
ROCKSHORE EAST
MEN'S PANTS
CASINO
THE HIGH ROLLER
THE PINK SWAN
THE STRIP
THE CAMEL'S TOE
COME - A - LOT
THE FOUR DRAGONS CASINO
RU WAY EAST
LINDEN STATION
LINDEN SIDE
FALLOW BRIDGE
MARTIN BRIDGE
BLUEBERRY ACRES
HAMPTON BARNS
MONTGOMERY
MONTGOMERY INTERSECTION
THE MAKO SPAN
San Andreas Sound
FREDERICK BRIDGE
HANKYPANKY POINT
FERN RIDGE
BLUEBERRY
HILLTOP FARM
Fisher's Lagoon
PALOMINO CREEK
NORTHSTAR ROCK
FALLEN TREE
PTICON
DILLIMORE
MULHOLLAND
MULHOLLAND INTERESECTION
RICHMAN
TEMPLE
BEACON HILL
GLEN PARK
DOWNTOWN LOS SANTOS
LOS FLORES
FLINT INTERSECTION
FLINT RANGE
RODEO
MARINA
COMMERCE
PERSHING SQ.
IDLEWOOD
EAST LOS SANTOS
EAST BEACH
GANTON
CITY HALL
LITTLE MEXICO
WILLOW FIELD
PLAYA DEL SEVILLE
SANTA MARIA BEACH
VERONA BEACH
EL CORONA
VERDANT BLUFFS
LOS SANTOS INTERNATIONAL AIRPORT
OCEAN DOCKS
Flint Water
Los Santos Inlet
C
D
E
F
3
4
5
6
15

# Unique Attractions

## GANG TAGS

1. **Idlewood** • On the side of a large bridge. • **E6**
2. **Idlewood** • On the front of a house. • **E6**
3. **Idlewood** • On a brick wall in this back alleyway. • **E6**
4. **East Los Santos** • On the corner wall of a Mexican food restaurant. • **E6**
5. **East Los Santos** • Climb to the roof opposite of the Cluckin' Bell; it's on the wall. • **E6**
6. **East Los Santos** • On the side of some large brown steps. • **E6**
7. **Las Colinas** • Down the side of the yellow house, on a wall. • **E6**
8. **Las Colinas** • On the wall of the large apartment that overlooks the sea. • **E6**
9. **East Beach** • On the wall of the building opposite of Colonel Fuhrburger's house. • **E6**
10. **East Beach** • On the wall of the car park located behind the pedestrian overpass on the beach. • **E6**
11. **East Beach** • On the bottom floor of the multistory car park. • **E6**
12. **East Beach** • On the wall of a building just off the main road leading to the Los Santos Forum. • **E6**
13. **East Beach** • Behind the Body Armor in the back alleyway. • **E6**
14. **Los Flores** • Back garden opposite the vacant billboard. • **E6**
15. **East Los Santos** • On the wall by the crossroads. • **E6**
16. **East Beach** • On the "S"-shaped road in the central East Beach area. • **E6**
17. **Los Flores** • On the back alleyway wall in central Los Flores. • **E6**
18. **East Los Santos** • On a wall in the dark, crooked back alleyway. • **E6**
19. **East Los Santos** • In a crooked, narrow back alleyway. • **E6**
20. **East Los Santos** • On the wall behind the Cluckin' Bell restaurant. • **E6**
21. **East Los Santos** • Inside the tunnel on the wall of the car wash exit. • **E6**
22. **East Los Santos** • Behind the railings near the desolate shop's backyard. • **E6**
23. **East Beach** • On the wall of the Los Santos Forum. • **E6**
24. **Playa Del Seville** • OOn the wall that faces the beach; southeast of the Los Santos Forum. • **E6**
25. **Playa Del Seville** • On the wall of the house just opposite the Los Santos Forum. • **E6**
26. **Playa Del Seville** • On the outside of a garage door. • **E6**
27. **Playa Del Seville** • On the wall of the basketball courts. • **E6**
28. **Ocean Docks** • On one of the bridge's support beams. • **F6**
29. **Playa Del Seville** • On a wall in front of some generators. • **E6**
30. **Playa Del Seville** • On a street corner wall. • **F6**
31. **Ocean Docks** • Outside of the warehouse on a wall. • **F6**
32. **Willowfield** • On the side of a bridge in the flood control area. • **E6**
33. **Ocean Docks** • On the wooden wall near the docks. • **F6**
34. **Ocean Docks** • On the side of the flood control wall. • **F6**
35. **Willowfield** • On the side of the 98 cent store. • **E6**
36. **Willowfield** • On the side of the Sushi Man store. • **E6**
37. **East Beach** • Climb onto the roof of the eastern pacific house; it's on the wall. • **E6**
38. **Willowfield** • On the wall of the drive-thru restaurant. • **E6**
39. **Ganton** • On the side of the foundation of the overpass. • **E6**
40. **Ganton** • Behind the car park railings, on a wall. • **E6**
41. **Jefferson** • Inside the garage, on a wall. • **E6**
42. **Jefferson** • On large, stained glass building. • **E6**
43. **East Los Santos** • In the back alley of the desolate liquor store. • **E6**
44. **East Los Santos** • In an underground car park in the residential area, on a wall. • **E6**
45. **Las Colinas** • Inside of the train tunnel (used in "Catalyst"). • **E6**
46. **Las Colinas** • On the back of this house. • **D6**
47. **Las Colinas** • In-between these houses, on one of the walls. • **D6**
48. **Glen Park** • On a wall in this building's courtyard. • **E5**
49. **Las Colinas** • In the narrow alleyway. • **E6**
50. **Las Colinas** • On the wall on the bottom side of the zig-zag slope. • **D6**
51. **Jefferson** • On the side of the hotel in Jefferson featured in Reuniting the Families. • **E6**
52. **Jefferson** • On the fence in this back alleyway with garages. • **E6**
53. **Jefferson** • In narrow alleyway across from the park, on the brick wall. • **E6**
54. **Glen Park** • Under the bridge by the pond. • **E6**
55. **Glen Park** • On a wall in this narrow alleyway. • **E6**
56. **Glen Park** • On a fence in the corner of the skate park. • **E6**
57. **Jefferson** • On a wall in the hospital's garden. • **E6**
58. **Idlewood** • On the side of the 24-hour motel car park. • **E6**
59. **Willowfield** • On the side of the supermarket car park. • **E6**
60. **Idlewood** • In the alcove with the wire window. • **E6**
61. **Idlewood** • In the residential courtyard, on a wall. • **E6**
62. **Idlewood** • Side of the house in the residential area. • **E5**
63. **Idlewood** • On the wall in the shallow alcove of this building. • **E5**
64. **Little Mexico** • On the side of the building on the street corner. • **E5**
65. **Little Mexico** • On the side of the corner building. • **E5**
66. **Little Mexico** • On the wall down the side of this building. • **E5**
67. **Idlewood** • Climb to the roof of the car wash; it's on the back of sign. • **E5**
68. **El Corona** • On the wall with lots of other graffiti. • **E5**
69. **El Corona** • On the side of this home, near the top level. • **E5**
70. **El Corona** • On the wall of a bar near the street corner. • **E5**
71. **El Corona** • On the side of the supermarket. • **E5**
72. **El Corona** • On the green fence. • **E5**
73. **El Corona** • On the side of this house. • **E5**
74. **Idlewood** • At the bottom of the flood control wall. • **E5**
75. **Pershing Square** • On the building opposite the large, town hall-like building. • **E5**
76. **Pershing Square** • On the side of the large, town hall-like building. • **E5**
77. **Commerce** • On the side of the building called "Regal". • **E5**
78. **Verona Beach** • On the balcony just past the top of the stairs. • **E5**
79. **Market** • At the base of the space-like building. • **E5**
80. **Downtown Los Santos** • Just past the food court, near the two trees. • **E5**
81. **Downtown Los Santos** • At the top of the long, crooked steps. • **E5**
82. **Mulholland** • On the northwest wall of the car park under the Mulholland Intersection. • **D5**
83. **Vinewood** • On the side of the small building on the street corner. • **D4**
84. **Temple** • On the wall of the building on the street corner. • **D5**
85. **Market** • At the base of the building on the street corner. • **E5**
86. **Market** • At the end of the first floor ledge of this building. • **E5**
87. **Market** • Climb to the top of the first floor roof of this building; it's on the back wall. • **E4**
88. **Marina** • On the wall near the wooden pier, at the bottom of the stairs. • **E4**
89. **Rodeo** • On the brick wall behind the large billboard. • **E4**
90. **Rodeo** • On the back wall of the Vinyl Countdown store. • **E4**
91. **Santa Maria Beach** • At the end of pier by the big wheel, on a back wall. • **E4**
92. **Santa Maria Beach** • At the base of the shop fronts on the beach. • **E4**
93. **Marina** • At the corner of the building leading to the beach. • **E4**
94. **Verona Beach** • At the base of the wall on the corner shop. • **E5**
95. **Verdant Bluffs** • Climb to the rooftop of the observatory; it's on a wall. • **E5**
96. **LS International** • On the southern wall of the control tower building. • **F5**
97. **LS International** • On a wall facing the top of the roof of the entrance to the tunnel. • **F5**
98. **Willowfield** • On the front of this house. • **F6**
99. **Downtown Los Santos** • At the base of the skyscraper. • **E5**
100. **Mulholland** • On the support beam of the spaghetti junction. • **D5**

## UNIQUE STUNT JUMPS

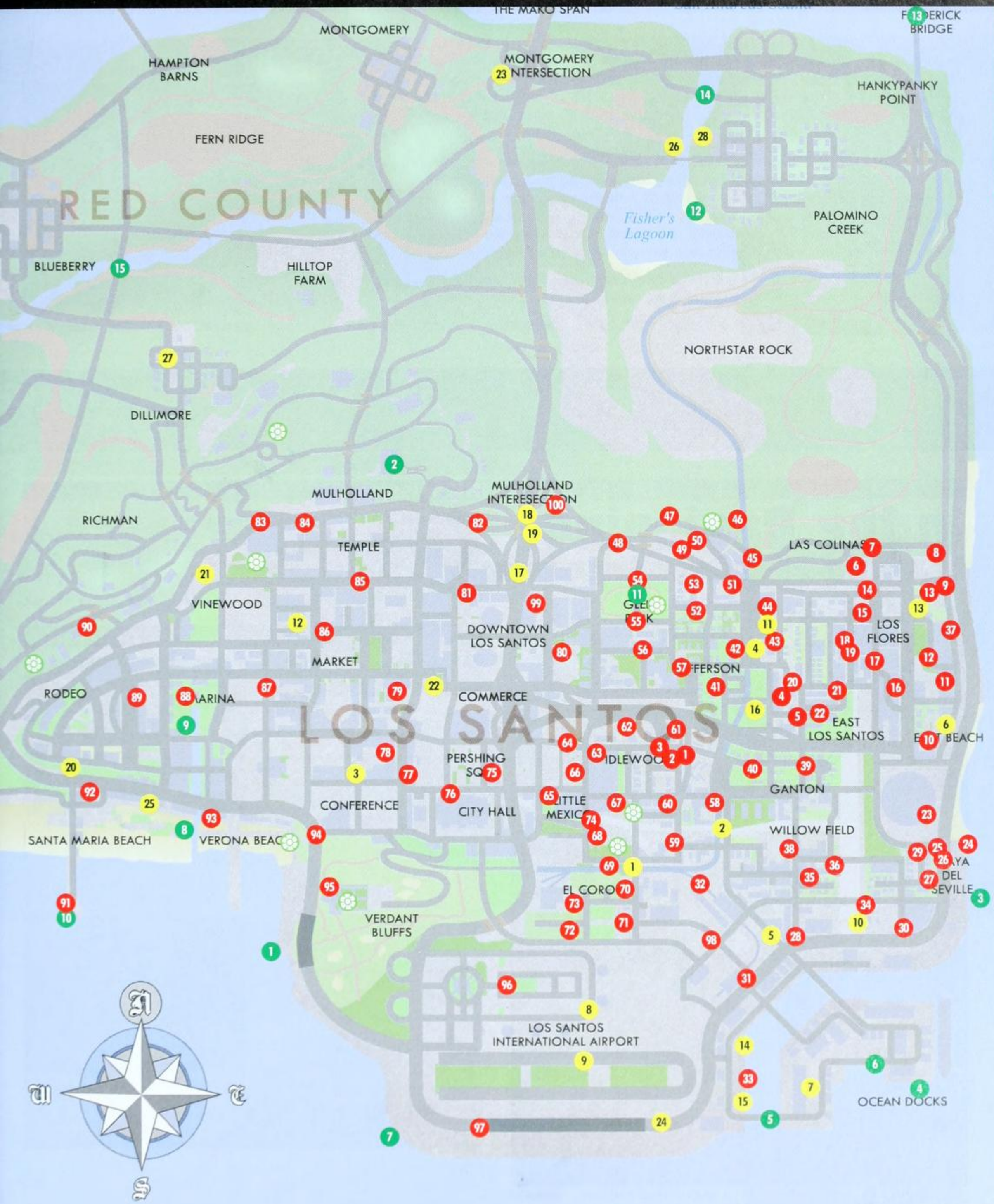
1. **El Coro** • Jump going east onto the railway platform rooftop (use a PCJ). • **E5**
2. **Willowfield** • Jump south on the bridge structure. Drive fast between the railroad and trees to miss the tree near the jump. • **E6**
3. **Conference** • Head north using the building's steps as a ramp; land on next building to avoid a spill. • **E5**
4. **Jefferson** • Drive north up the pedestrian walkway steps. Jump is possible on a bike or in a car. • **E6**
5. **Ocean Docks** • Drive approximately south by southeast over the mound of dirt behind the metal wall. Stop short of running into the next freeway wall.. • **F6**
6. **East Beach** • Drive to the west up the pedestrian steps (it's an easy jump on an NRG). Clear the parking lot wall behind the steps. • **E6**
7. **Ocean Docks** • Drive south up the wooden ramp and land on the corrugated roof. This jump is possible in a variety of vehicles. • **F6**
8. **LS International** • Use the boarding ramp to get over the airport fence. • **F5**
9. **Airport** • Use the sign/ramp here and drive east. Clear concrete and red 06L-2 sign. • **F5**
10. **Willowfield** • Drive west up these steps and make it onto the adjacent building. • **F6**
11. **Jefferson** • Head west up and over these steps; you must clear the railway tracks. • **E6**
12. **Market** • Jump east over the steps, over the roof, and land on the road. • **E5**
13. **East Beach** • Drive through the brick patio and through the hole in the stone wall, then jump far down to the street below without landing in the ocean. • **E6**
14. **Ocean Docks** • Drive north up the stairs and land in the street. • **F6**
15. **Ocean Docks** • Just south of the previous jump. Go south up the dock stairs. Again, avoid landing in the ocean. • **F6**
16. **Jefferson** • Head to the west up the steps at basketball courts. • **E6**
17. **Mulholland Intersection** • Go north up the cement ramp on the freeway walkway. • **E5**
18. **Mulholland Intersection** • Drive south up the cement ramp on the freeway walkway. • **D5**
19. **Mulholland Intersection** • Jump the cement ramp underneath the freeway heading southeast and land in the parking lot. • **E5**
20. **Rodeo** • Go south up the small grassy knoll and land on the Yacht Harbor pier. • **E4**
21. **Vinewood** • To the west of the parking lot slope. Jump over the next rooftop and land on Sunset Road. • **E4**
22. **Commerce** • Drive north up the ramp out of the flood control trench. • **E5**
23. **Montgomery Intersection** • Jump off the dirt mound at the end of freeway heading west at the Mont. Int. • **C5**
24. **Airport** • Go west up the cement ramp between the airport and the ocean on the freeway prior to the underpass. • **F6**
25. **Santa Maria Beach** • From the beach, drive east up the steps underneath the promenade. • **E6**
26. **Red County** • Jump over bridge heading east into town. Jump is suitable with any vehicle. • **C6**
27. **Dillimore** • Jump this ramp heading south and land at least in front of the Gasso gas station or past the sheriff's office. • **D4**
28. **Red County** • Drive west over the broken bridge, as was the case with Catalina in the "Rob Bank" chase. • **C6**

## OYSTERS

1. **Verdant Bluffs** • Near the entrance to the Bluffs Tunnel. • **F4**
2. **Mulholland** • Inside Doc G's pool. • **D5**
3. **Playa de Seville** • End of this Playa del Seville beach pier. • **E6**
4. **Ocean Docks** • Beside the most Southern Ocean Docks pier. • **F6**
5. **Ocean Docks** • Under the bridge, just East of Los Santos Airport. • **F6**
6. **Ocean Docks** • Under the docks bridge, situated on the small "island" part of the Docks. • **F6**
7. **Los Santos** • Just off the beach, West of Los Santos Airport. • **F5**
8. **Verona Beach** • Under Verona Beach Pedestrian Bridge. • **E4**
9. **Marina** • Under flood control bridge in the Marina area. • **E4**
10. **Santa Maria Beach** • South of the lighthouse at Santa Maria beach. • **F4**
11. **Glen Park** • Under park bridge in pond. • **E5**
12. **Fisher's Lagoon** • At the end of the pier, South West of Palomino Creek. • **D6**
13. **Frederick Bridge** • Underneath the middle of the Frederick Bridge, that connects Las Venturas to Los Santos. • **C6**
14. **Red County** • Under the bridge, North West of Palomino Creek. • **C6**
15. **Red County** • Under these 2 Red County bridges, just East of Blueberry. • **D4**

## FLOWERS (9 of 40)

- Las Colinas • D6
- Glen Park • D6
- Little Mexico • E5
- Little Mexico • E5
- Verdant Bluffs • F5
- Verona Beach • E5
- Dillimore • D4
- Temple • D4
- Rodeo • E4


THE MAKO SPAN
MONTGOMERY
HAMPTON BARNS
MONTGOMERY INTERSECTION
FERN RIDGE
HANKYPANKY POINT
RED COUNTY
Fisher's Lagoon
PALOMINO CREEK
BLUEBERRY
HILLTOP FARM
NORTHSTAR ROCK
DILLIMORE
MULHOLLAND
MULHOLLAND INTERESECTION
RICHMAN
TEMPLE
LAS COLINAS
VINEWOOD
DOWNTOWN LOS SANTOS
LOS FLORES
MARKET
RODEO
COMMERCE
LOS SANTOS
EAST LOS SANTOS
PERSHING SQ
GANTON
CONFERENCE
CITY HALL
SANTA MARIA BEACH
WILLOW FIELD
EL CORO
VERDANT BLUFFS
LOS SANTOS INTERNATIONAL AIRPORT
OCEAN DOCKS

***Five years ago Carl Johnson escaped the city, his past, and a life that was spiraling out of control. He abandoned Los Santos for Liberty City when his brother, Brian, met an early end. Unfortunately, recent gang violence also claimed his mother's life, forcing CJ's return to the city to attend the funeral... and to avenge her death.***

***En route from the Los Santos International Airport, CJ is welcomed by a couple of old acquaintances from his gangbanging past—corrupt police officers, Frank Tenpenny and Eddie Pulaski. They escort CJ into the squad car and drive him to the heart of Ballas territory (the unforgiving Ballas are gang rivals of CJ's gang, the Grove Street Families). Tenpenny and Pulaski dishonestly draw CJ back into their crooked game by linking him to a weapon used in a fresh cop killing.***

***You are Carl Johnson, you are unarmed and have just been dropped off in an alley in the middle of your rival gang's territory...***

**Noting Your Location**

Whenever you enter a new area, its name appears briefly in the lower-right corner. As Tenpenny and Pulaski pull away and you gain control of CJ, note how "Jefferson," the neighborhood's name, appears onscreen.

new mission strand

# THE BEGINNING STRAND

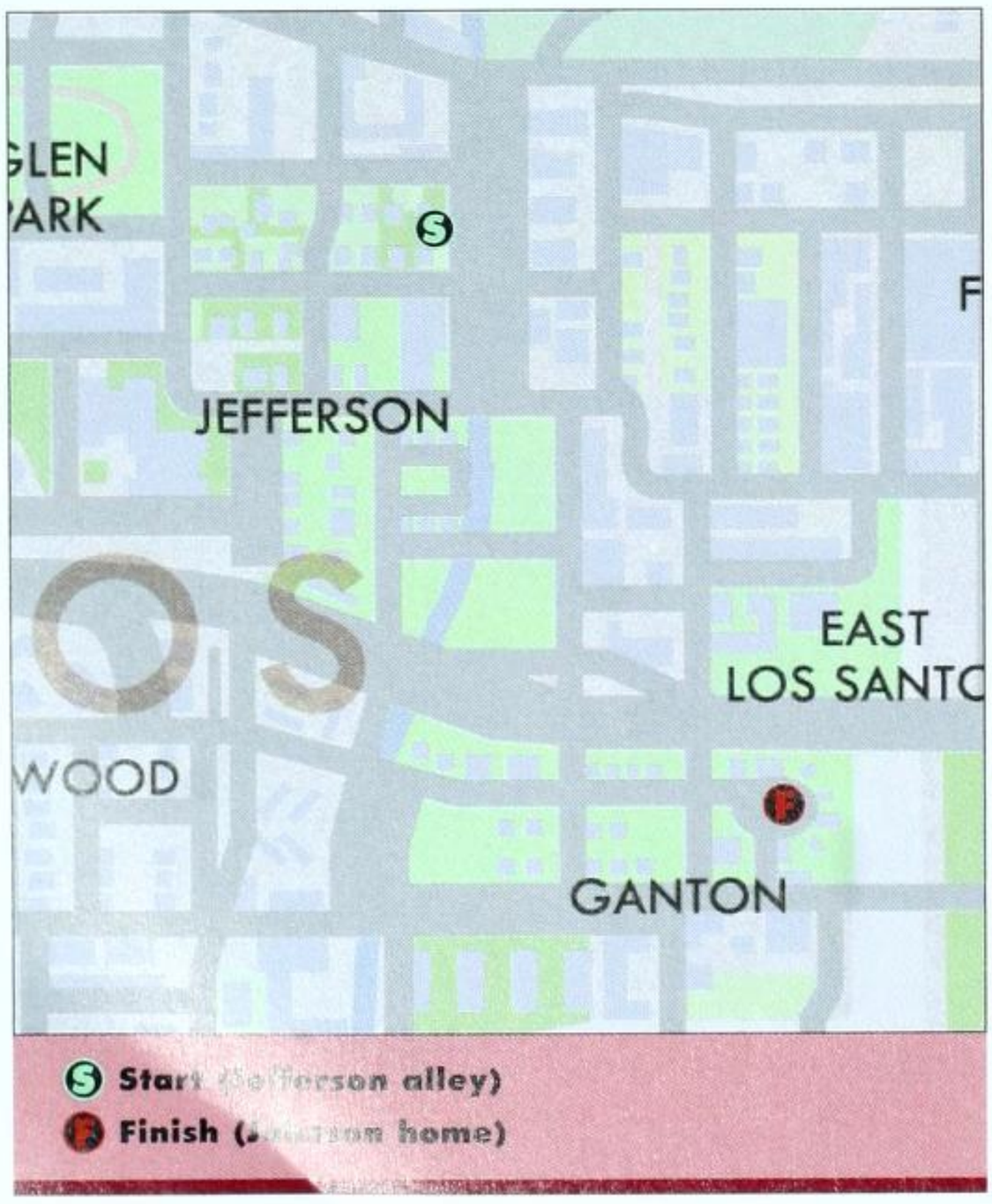
As its name suggests, this strand of missions introduces you to the story, some basic game elements, your 'hood, and a few of your homies.

IN THE BEGINNING mission 1

## In the Beginning

**Gameplay Elements Introduced:**
Using map blips, contact point locations, location of Grove Street Families and safe territories.

**New Vehicle Introduced:**
BMX bike




### Directions

You begin the adventure on foot, in a Jefferson alley, with $350 in your pocket and no weapons—not a good combination when in hostile territory. For the moment, you are safe. You have time to check out the Pause Menu options and the San Andreas map. The Player Position in Jefferson and the "CJ" icon in Ganton are the most significant things to notice on the map at this time.

Approach the BMX bike (with the large, attention-getting blue marker cone above it) in the alley just ahead. Press the Triangle button to get on the bike and follow the roads leading to the "CJ" icon on the map. Several bike-riding tips appear onscreen as you pedal toward your destination. Do your best to read and ride at the same time. For more information on bikes, check out the ***Wang's Auto Trader*** section of this guide.

### Secret Weapons

After you grab the BMX bike, exit the alley and go left around the corner to the red Jefferson Motel building. Climb the motel stairs to the roof and find a nice, gleaming MP5. Later, you can also find a some Body Armor and a Micro-SMG beneath the overpass bridge near Carl's Mom's House on Grove Street, plus a 9mm Pistol in a nearby backyard. Always check our ***Security Services*** maps for free weapon locations!

### Sprinting & Pedaling

Just as you can now sprint faster by continuously tapping the X button (note that this is limited by Stamina), you can also pedal faster by applying the same method while riding a bike. When fast pedaling, CJ lifts off the seat and exerts some real energy onto the pedals for an incredible speed boost!

When you reach your destination, you find yourself in your old neighborhood. This is where the Grove Street Families reside—in a low-income housing cul-de-sac. Hop off the bike and walk into the red marker in front of your house to begin the first mission.

## IN THE BEGINNING mission 2

# Big Smoke

**Gameplay Elements Introduced:**
BMX riding and the new city, Los Santos.

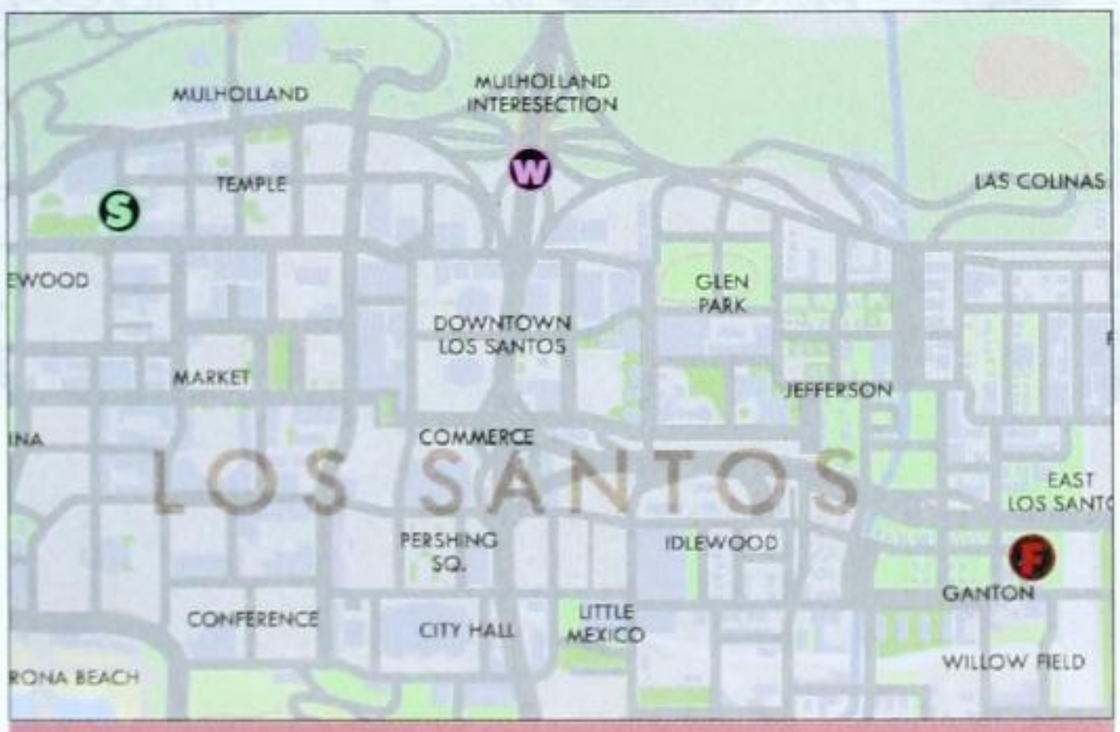
**Odd Job Opened:**
BMX Challenge

**Respect Gained:**
3

***CJ finds his mom's house plundered and trashed. As he sifts through memories, Big Smoke enters the backdoor, armed with a baseball bat. At first mistaking CJ for a based-up burglar, Big Smoke embraces his old pal and they take off to meet CJ's brother and sister at their mother's gravesite in Vinewood.***

***Big Smoke drives CJ to his mother's cemetery where he reunites with his big brother, Sweet; sister, Kendl; and fellow gang member, Ryder. The 5-year reunion is short-lived as family arguments return within seconds. Kendl leaves in a huff to see her boyfriend, Cesar, who Sweet does not approve of—an opinion based solely on prejudice.***

***As the remaining crew leaves the cemetery, the boys are subjected to a Ballas Drive-by, forcing them to the ground as Big Smoke's new car explodes into flames.***




**Start (Graveyard)**
**Finish (Grove cul-de-sac)**
**Waypoint (Mulholland Intersection)**

## Directions

### Follow Sweet

Follow the gang across the street to the line of BMX bikes. Your first objective is to stay close to Sweet, who is on the lead BMX. Sweet is indicated on the map as a blue square; a large blue cone marker appears above his head when he's in sight. Try to stay close; the Ballas are still on the hunt. New bike tips appear onscreen as you pedal after Sweet. Pedaling faster and bunny hopping are both introduced. Pedaling faster should be your primary focus.

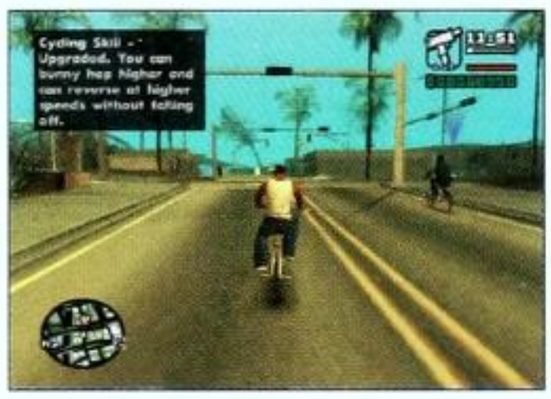
# LOS SANTOS • The Beginning

If the Ballas in the Voodoo are giving you trouble, stop suddenly and drive behind their vehicle in another direction. If they drive beside you with guns blazing, try to lead them into hazards that force them to wreck. However, fast pedaling should keep you at a safe distance.

Sweet's lead ends under the Mulholland Intersection. After the short cinematic, Sweet draws the Ballas' attention off in one direction while the rest of the gang can make their escape. You are directed to follow Ryder, who now has the blue cone marker overhead and becomes the blue blip on the map.

### Follow Ryder

Ryder leads you through alleys of Downtown Los Santos, across a BMX park, and onto the freeway. You reach a new Cycling Skill level while on this run.




Ryder takes the first exit ramp and follows the connecting road to your home in the Ganton cul-de-sac. In most missions, it is no longer necessary to come to a complete stop in the red markers. Drive through the marker to complete the mission. You earn Respect points at the end of the mission, but no monetary reward. Who'd you think would pay you for that?!

Sweet assumes you're leaving soon, but you inform him that you're going to stick around a while to see if you can help the gang get its grip back on the neighborhood. Ryder suggests you get some colors and a haircut.

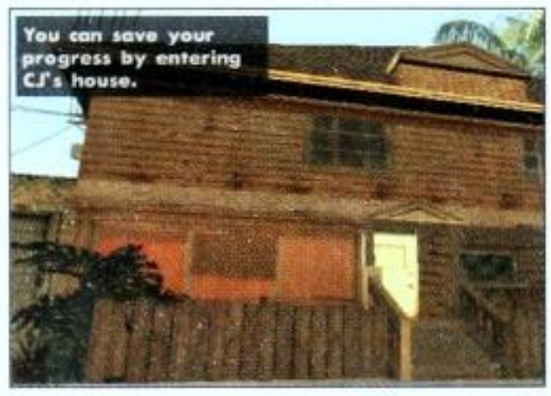
**NEW ODD JOBS AVAILABLE!**

***Completing the Big Smoke mission opens access to the BMX odd jobs. For details on this, checkout the BMX section in our Odd Jobs chapter.***

## between missions:

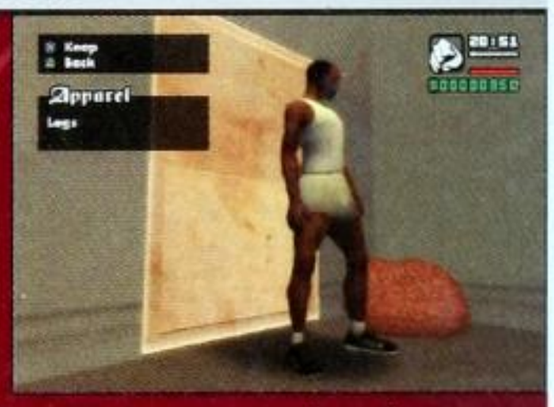
# Stow Vehicles and Save Games

After the mission is complete, you can park vehicles or bikes in your house's attached garage and enter the house to save your progress. (Establishments with a yellow triangle marker floating in front of the door can be entered.) Walk into the save disc in the kitchen to save your progress. Doing so will advance time by six hours.




### Wardrobe

Most save houses have a room with a wardrobe closet. Yours is empty at this time, since you have not yet purchased any apparel items. When you buy a new article of clothing, the old piece is sent to your wardrobe closet. Items you have purchased and that are available in your wardrobe are marked green in clothing stores, so that you know not to buy them. Enter the marker outside the closet to change into any of the apparel items purchased from clothing stores. You can also choose the "Remove" option and strip CJ down to his skivvies.



THE BEGINNING mission 3

# Ryder

**Gameplay Elements Introduced:**
Barbers, the Status menu, food shops, and reacquainting yourself with GTA driving.

**Accomplice:**
Ryder

**Respect Gained:**
3

***Time for a gig with Ryder, who waits just next door. When you enter the red marker outside his house, you find him loading his gun in the kitchen. Ryder's upset with a local pizza place for covering up the Grove Families' tags. He invites you to go help teach them a lesson.***

**S Start (Sweet's House)**
**F Finish (Sweet's House)**
**W Waypoint (Barber, Pizza Shop)**

## Directions

### Drive to the Barbers

Follow Ryder into his Picador and drive to the yellow blip on the map just a few blocks away. Stop in the red marker outside of Old Reece's Hair & Facial Studio. Walk through the door with the yellow marker to enter.

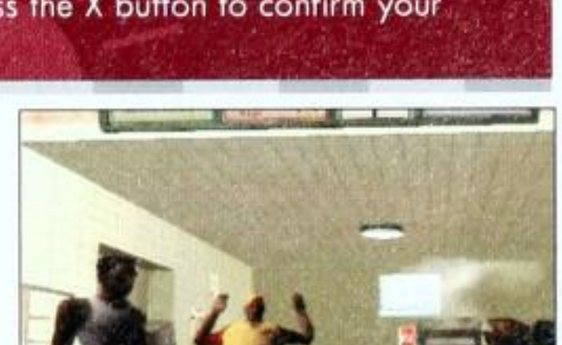
### Reece's Barbershop

Enter the red marker and have a seat in the barber's chair. Select from Old Reece's cuts using the D-pad or Left Analog Stick. When you find one you like, press the X button to purchase the cut for the indicated price. To exit the barber's chair, press the Triangle button. Refer to the ***Barber Shops*** section in our ***Odd Jobs*** chapter for a list of available hairstyles by location.

Once outside, Ryder will comment on your choice of cut. You can safely assume that the more you pay for a cut, the higher your Respect and Sex Appeal stats will rise.

### Enter Pizza Shop and Buy Some Food

When you receive your next objective (to eat), more tips appear onscreen. The Well Stacked Pizza Co. is directly across the street from Old Reece's shop. Cross the street and enter the restaurant.




Approach the counter, enter the red marker, and order some food. There are four different meals to choose from, each with a different price and varying amounts of food. These meals replenish lost health in proportion to the price of the meal.




**Food Controls**

Select and purchase the meal by scrolling through the choices using the D-pad or Left Analog Stick. Press the X button to confirm your choice.

After gobbling down the coronary delight, Ryder leaves his seat and holds the cashier at gunpoint. However, the pizza boy pulls a Shotgun from under the counter and returns the favor! CJ and Ryder run out of the joint with a new objective: Escape!



### Get back in Ryder's Car!

Run back across the street to Ryder's vehicle and get away before the pizza boy plugs you full of Shotgun pellets. You can also gun down the foolish pizza boy (or run him over), if you've found one of the weapons hidden on the map.

Once out of Shotgun range, you can take your time plotting your course back to Ryder's house. Follow the yellow blip on the map. Enter the red marker in Ryder's driveway to complete the mission. More Respect is earned.

Ryder suggests heading over to Sweet's house, marked by the "S" on your radar map. Your brother is equally upset about the graffiti being covered up. Before you take the next mission, enter your house and save your progress. This is a good habit to get into.

Also note that this refills your Health and feeds you. It also advances the game by six hours. Lastly, note that you cannot save your game during a mission.

**NEW MISSION STRAND OPEN!**

***Completing the Ryder mission opens up the Sweet strand and its first mission, Tagging Up Turf. To open the first mission, follow the "S" to Sweet's house, just down the street from Ryder's place.***

### Cell Phone Call: Sweet

As you exit your house, your cell phone rings. To answer it, press the L1 button. It's Sweet on the other end. He informs you that the Seville Boulevard and Temple Drive Families that used to work together with the Grove Street Families have split apart. This means you should no longer assume that all thugs wearing green are friendly. Sweet ends with a warning: the split of the Families allowed the Ballas and Vagos to take over. You can skip cell phone calls by pressing the Triangle button, but you will miss important game details in doing so.

new mission strand

# THE SWEET STRAND

**Contact Point:**
Sweet's house on Grove Street in Ganton
**Total Respect Gained Throughout Strand:** 78

The Sweet mission strand introduces other gang members and integrates some training into the missions, enabling you to learn new skills while you complete jobs. Your mission contact is none other than your big brother, Sweet Johnson.

**SWEET mission 1**

# Tagging Up Turf

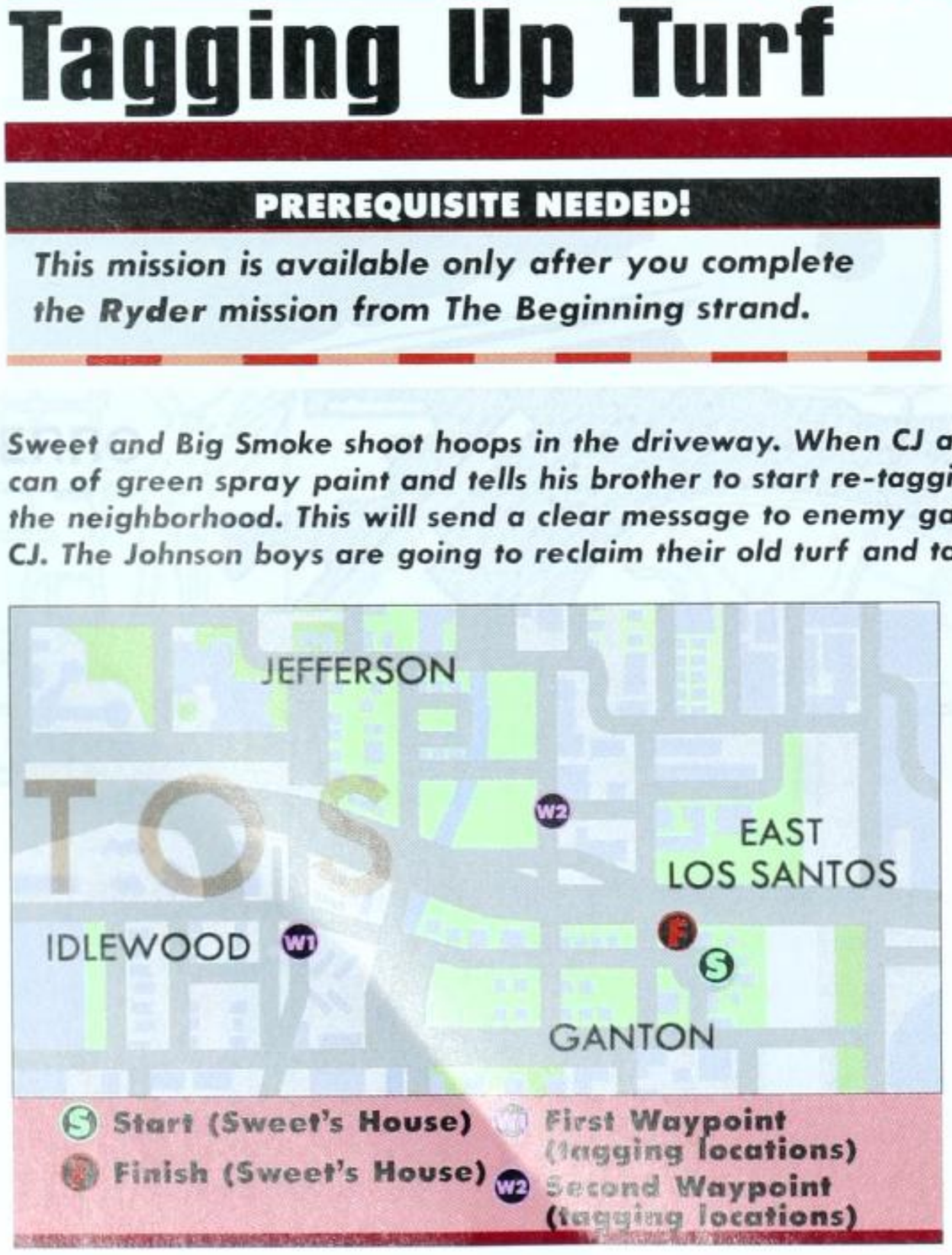
**PREREQUISITE NEEDED!**

***This mission is available only after you complete the Ryder mission from The Beginning strand.***

**Gameplay Elements Introduced:**
Basic character movement and climbing
**Weapon/item Introduced:**
Spray Can
**Respect gained:**
3 (plus 5% per tag)
**Cash Gained:**
$200

the story

***Sweet and Big Smoke shoot hoops in the driveway. When CJ approaches, Sweet hands him a can of green spray paint and tells his brother to start re-tagging all the covered Grove tags in the neighborhood. This will send a clear message to enemy gangs. Then Sweet decides to join CJ. The Johnson boys are going to reclaim their old turf and take the fight to the Ballas!***




## Directions

### Drive to Idlewood

Enter Sweet's car and drive him to the yellow blip on the map. Park the car in the red marker near a freeway ramp in Idlewood. Sweet gets out of the vehicle and shows you how to spray over the purple Ballas tags.

### Spray Paint Controls

Press the R1 button to lock on and the Circle button to spray the "Grove St. 4-Life" tag on a wall... or to spray some poor human target.

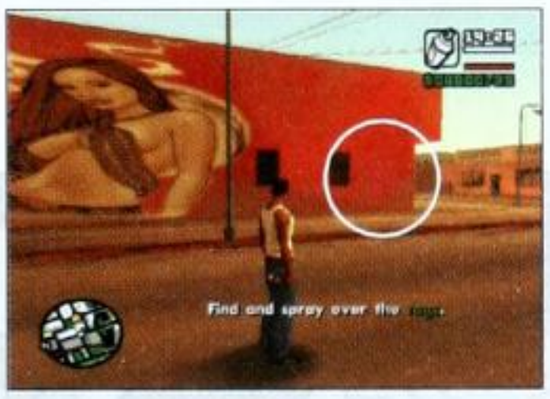
This opens the Tagging Odd Job; Sweet just sprayed the first of 100 tags available in the game. Spraying over enemy tags earns you Respect points. For more information on this Odd Job and for the tag locations, see ***Tagging*** in the ***Odd Jobs*** chapter of this guide.

## Spray Over Ballas Tags

Sweet tells CJ to tag over two more "Front Yard Ballas" tags in the hood. Two green blips mark their location on the map. The closest tag location is directly across the street on the side of the green house. Go spray as directed and continue spraying until the complete Grove Street tag is painted.

The second Ballas tag is in the alley behind the green house. The tag is on the wall closest to the green house—it's difficult to spot without close inspection. (The Ballas tag is a dark purple that blends into the color of the brick.) Spray on the tag and you are instructed to return to Sweet's car.

## Drive to East Los Santos




Drive Sweet to Ballas territory by following the yellow blip on the map into East Los Santos. Stop in the red marker near the red building with the interesting wall mural. (It's a Mexican food market called Lolita's.) CJ automatically exits the vehicle and Sweet takes off to tag another 'hood.

## Find the Two Low Tags

Your next tag location is on the red building near the front door (circled on the screenshot). Spray over the tag until the Grove graffiti is complete, then head north past the interesting mural and turn right into the alley behind Lolita's. Two Ballas gang members await down the alley, near your next tag location.

### Colors

The Ballas wear purple bandannas and clothing to signify their gang membership. Other important colors to remember: When you target and attack an enemy, the targeting reticle changes from green to orange to red before ultimately becoming black to symbolize the death of the enemy.

A text message appears, informing you that Spray Cans can also be used as a lethal weapon. Press and hold the R1 button when within range of the enemy, then press the Circle button to spray the toxic paint into the target's face. Defeat both Ballas, then paint over their tag on the alley wall.

### Convenient Mercy

Killing the Ballas boys in the alley raises your police Wanted Level, and soon you have cops to contend with. If you re-tag and run instead, you can avoid the hassle.

## Follow the Next Blip to Find the Next Tag

The next location is kind of tricky to find. Exit the alley and go around the Mexican restaurant to locate the red marker on the sidewalk—it's across the street, next to the C.C. Cabinets & Marble Tops shop.

Now follow the onscreen directions. Climb the small fence by facing it and pressing the Square button. Keep tapping Square to complete the climbing maneuver.

Next, climb over the larger fence at the end of the alley and turn left. Climb to the top of the small platform on the side of the building, then scale your way up to the rooftop of the Sign shop. (All three climbs are circled in this screenshot.)

### What's Up?

When a map blip is triangular and points up, your destination is located above your current position. If a triangle blip points down, the destination is below you.

Walk east along the edge of the rooftop and the small rooftop structure. The final tag is on the wall to your right. Spray over it and Sweet will pull up in the nearby street. Jump off the rooftop—very little damage is taken at this height—and enter the vehicle.

**Cell Phone Call**

A new call occurs around this time that warns you not to leave the area.

### Return to Sweet's House

Drive back to Ganton, following the yellow map blip into the red marker outside Sweet's house, to complete the mission. Sweet slides you 200 bucks to "get some beer or something." Head two doors down to your save house (The Johnson House) and save your progress in the kitchen. A spray can is now available in an upstairs bedroom for use in tagging activities.

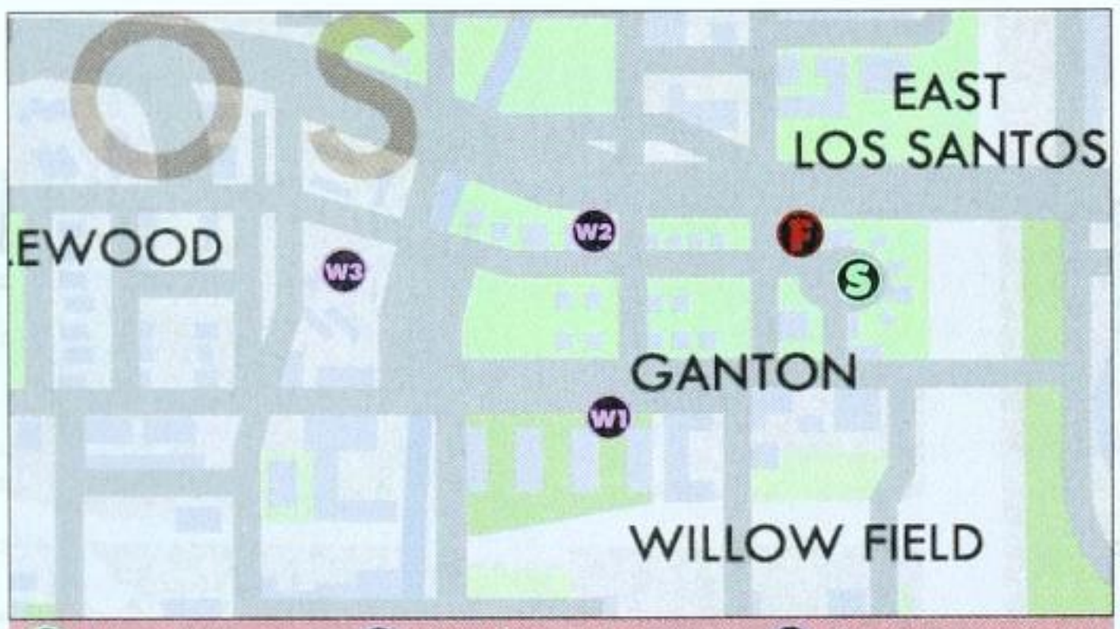
**NEW ODD JOBS AVAILABLE!**

***Completing the Tagging Up Turf mission opens up the Tagging odd jobs. For details on this, refer to Tagging in our Odd Jobs chapter.***

**SWEET mission 2**

# Cleaning the Hood

- **Gameplay Element Introduced:** Unarmed melee combat
- **Accomplice:** Ryder
- **Weapon Obtained:** Baseball Bat
- **Respect Gained:** 3




**S** Start (Sweet's House) · **F** Finish (Sweet's House) · **W1** First Waypoint (B-Dup's apartment) · **W2** Second Waypoint (Crack dealer) · **W3** Third Waypoint (Dealer's place)

Ryder joins CJ outside of Sweet's house. CJ wants to recruit a homey named B-Dup and his man Big Bear for the job of running the pushers out of the Grove Street hood.

***Return to the red marker outside Sweet's house (indicated by the "S" icon on the map). Even though Grove Street Families are fighting back, the quality of the Grove soldiers is inferior. Grove Street is riddled with base and the old gang order no longer exists. Sweet wants the Family to force the dealers out of their territory and fly their flag once more, so everybody knows they're on the up.***

### Visit B-Dup's Crib

Ryder says B-Dup's place is just a few blocks away. Hop into the nearby Greenwood parked in the street and wait for Ryder to enter before taking off. Follow the yellow blip on the map to B-Dup's crib at the end of Grove Street.

A cinematic takes you and Ryder inside B-Dup's apartment. CJ and Ryder discover that B-Dup and Big Bear aren't the friends they used to be. Big Bear has become a base slave and B-Dup is treating him like dirt. CJ and Ryder leave disappointed, but even more motivated to correct the drug problem that has gripped the Family.

### Beat Up the Crack Dealer

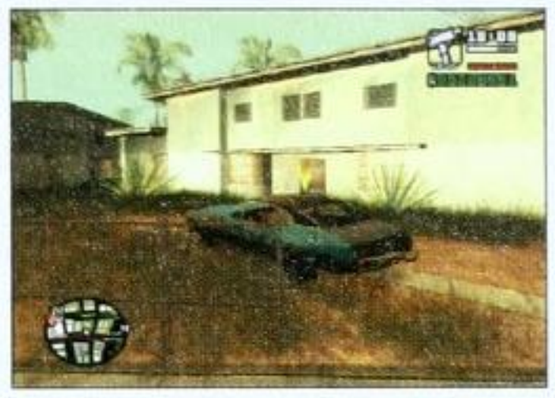
Get back into a car and follow the red blip around the block to the north. You'll find the crack dealer making a sale to one of the Grove Street homies in his front yard. Approach the dealer (the one with the red marker over his head). The buyer usually runs off without confrontation. Beat the dealer to a pulp.

**Melee Controls**

Press and hold the R1 button to target the dealer. Press Triangle while targeting to launch a special attack and press Square to block.

When the dealer lies lifeless on the ground, Ryder recognizes him as an ex-member of the Front Yard Ballas gang. He knows where he lives (just across the tracks in Idlewood). The boys decide to pay that crib a visit. Grab the Bat the dealer dropped. Dealers usually carry around $2000. Killing them not only nets some quick cash, but it also raises CJ's respect in the hood. Dealers look the same way: they stand with their hands folded, looking for customers.

### Find Crack Dealer's Crib



Drive Ryder to the yellow blip on the map. The dealer's place is a block away to the west in Idlewood. Drive into the red marker and enter the apartment with the yellow marker over the door.

### Pummel the Dealer

A handful of Ballas OGs hang inside the crack den. Seconds later, the dealer enters the room with a baseball bat. Defeat the dealer to complete the objective, then get in some optional batting practice by whacking the other gang members. Use the target-locking melee attacks to knock 'em dead.

### Back to Sweet's House

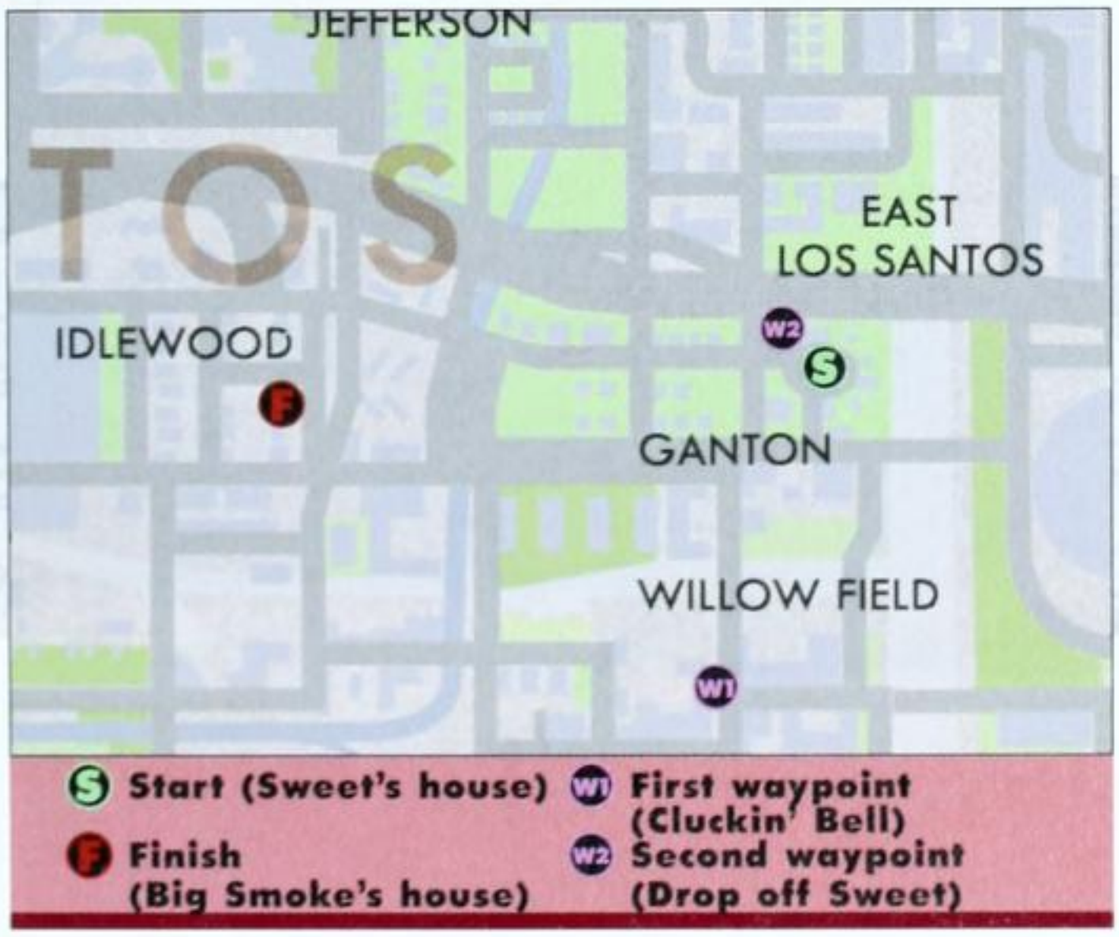
Jack a car and make sure Ryder is with you, then follow the yellow blip back to Ganton and return to Sweet's crib on Grove Street. Drive into the red marker to complete the mission.

**Cell Phone Call: Officer Hernandez**

CJ gets a phone call from Officer Tenpenny's partner, Officer Hernandez, warning him to stay in town.

SWEET mission 3

# Drive-Thru




**Gameplay Element Introduced:**
Passenger Drive-by

**Accomplices:**
Smoke, Ryder, Sweet

**Cash Gained:**
$200

**Respect Gained:**
5

***Enter the marker outside of Sweet's crib to hook up with the boys as they exit the house. Big Smoke is hungry and talks the rest of the gang into getting a bite at the local Cluckin' Bell.***

## Directions

### Drive to the Cluckin' Bell Drive-Thru

Drive the gang a few blocks south to the yellow blip on the map in Willowfield. On the way, CJ inquires about his mother's death. Ryder comments that people saw a green Sabre speeding away from the drive-by that killed her. Pull into the red marker outside the Cluckin' Bell. This takes you to the restaurant's drive-thru lane.

As you exit the drive-thru window, Ryder spots a carload of Ballas heading toward Grove Street. The car whips around when they spot you.

### Pursue Gang Car Before They Cap Your Homies!

Tear off after the Voodoo gang car. As you pull up beside the vehicle, your posse (minus Big Smoke, who is too busy eating) hangs out the windows and begins firing on the Ballas. The Ballas do the same, so it could be a draw if you're not careful.

**Drive-By Controls**

To participate in a Drive-by shooting, you must have a submachine gun, such as an MP5 or Tec-9. Pull alongside your target and look left or right, using the L2 or R2 buttons. Open fire by pressing the Circle or L1 buttons.

If you find a Tec-9 or an MP5, you can contribute to your gang's offensive firepower. Otherwise, you need only to drive beside the gang car until your team disables the Voodoo. Before the burning Ballas ride can explode, back up to a safe distance to avoid collateral damage.

### Kill the Ballas Gang Members

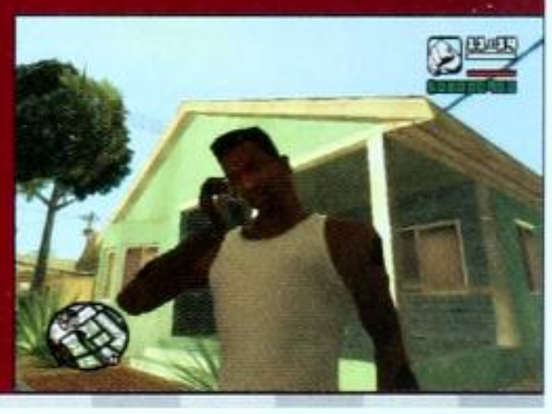
When their car explodes, surviving Ballas jump out and run. Chase them down in the car and ice them.

### Drive Sweet & Big Smoke to Their Homes

Drive Sweet to his house, which isn't far away now. Once he's home, follow the yellow blip a few blocks west to take Smoke to his crib. Along the way, CJ questions why Big Smoke left the Grove. Smoke says he got some money from his aunt and bought a nicer place. Drive into the red marker outside his bungalow to complete the mission.

**Cell Phone Call: Sweet**

The next time you exit your vehicle, you receive a cell phone call from your brother, Sweet. He says you're skinny and you should go get a gangsta's physique at the local gym. Take his advice and workout a bit to raise your Respect and Stamina. For more information on pumping up, refer to the ***Gyms*** section of our ***Odd Jobs*** chapter.



**S** Start (Sweet's house) **W1** First waypoint (Tagging locations)

**F** Finish (Sweet's house) **W2** Second waypoint (Tagging locations)

SWEET mission 4

# Nines and AKs

**Gameplay Elements Introduced:**
Firing the 9mm with the targeting system, and the advantages of crouching.

**Weapon Obtained:**
9mm Pistol

**Respect Gained:**
4

***Head back to Sweet's house, following the "S" icon on the map. Now that the Grove Street Families have started to get a grip on the neighborhood again, they're going to need some firepower. Smoke suggests a visit to Emmet, an old friend who sells stolen firearms.***

**S** Start (Sweet's house)
**F** Finish (Binco clothes)
**W1** First waypoint (Emmet's guns)
**W2** Second waypoint (Smoke's house)

## Directions

### Go with Smoke to Emmet's House

Enter the car outside of Sweet's house and follow the yellow blip on the map to drive Smoke (already in the vehicle) south to Willowfield. Pull into the red marker at Emmet's house and the boys head into the back yard where Emmet is playing with his guns.

The boys startle Emmet and almost get their heads blown off. He seems to know your family quite well; he knows your mom and thinks you are Brian. Once the formalities are out of the way, Emmet lets you take a 9mm from his cache. This initiates a training sequence.

**Free Heat**

This mission officially opens Emmet's gun store, which is open for business 24 hours a day. Stop by whenever you need a free 9mm.

### Target Practice

Follow the onscreen tips as they instruct you how to use target locking, target cycling, manual aiming, and the advantages of shooting while crouching (your accuracy increases). For details on this skill, refer to the ***Game Basics*** chapter.

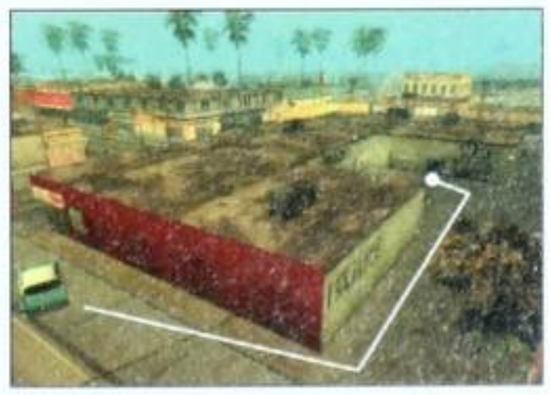
**Gun Skill**

Your Weapon skill increases with every accurate shot you land. Reaching a high weapon skill level increases your proficiency with weapons. Press the L1 button while on foot to view your Weapon skill.

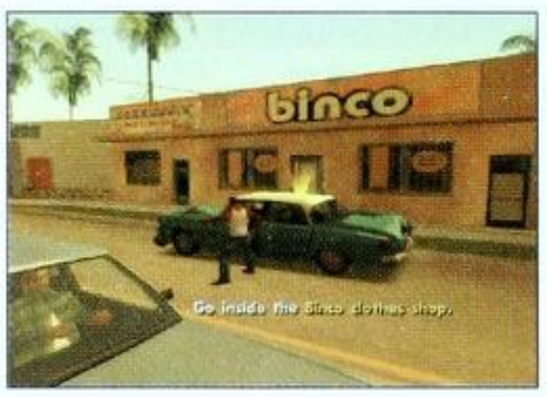
Each weapon also has its own skill level; the more you use a particular weapon, the more effective it becomes. Other interesting features are unlocked, as well (see the ***Weapons*** section of this guide for more details).

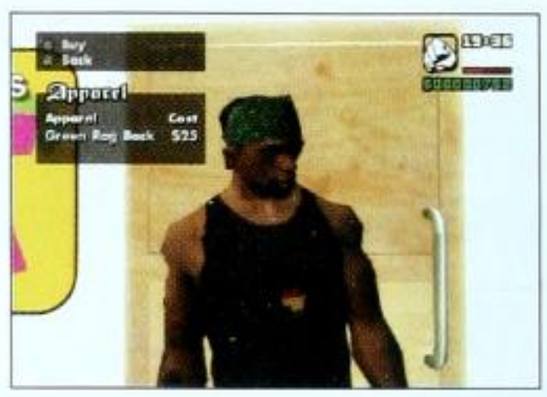
### Drive Smoke Home

Once you have completed targeting training, you are instructed to take Smoke back home. Remember where Emmet lives; you can return to this location whenever you need a free 9mm. A gun icon appears over Emmet's place to help you find it later.



During the drive back to Smoke's house, he starts talking about choices people are forced to make and other stuff that seems very strange. Is this the old Smoke you used to know or has he changed? Take him to his Idlewood home and drive into the red marker.



### Cell Phone Call: Sweet

If you haven't purchased any new duds yet, Sweet will call to remind you that neglecting to fly the Grove Street Families colors will earn you no respect!

### Buy Some Grove Street Colors at Binco Clothes

Hop back in the car and follow the yellow blip to Binco, a local clothier, and do something about your image. For more information on clothes and the Respect earned, check out the ***Game Basics*** and ***Odd Jobs*** chapters. Remember that the Grove Street Families color is green. You want Respect? Fly your colors to gain the most Respect. But remember that almost all clothes will help CJ gain Respect. Exit Binco to complete the mission.

### Gettin' Strapped

While you're out and about, pick up an Uzi (Tec-9 or Micro-SMG) using our ***Security Services*** map at the beginning of this chapter for free weapon locations. Having a Drive-by weapon is helpful in the next mission.

### NEW MISSION STRAND OPEN!

***Completing Nines and AKs opens up the Big Smoke mission strand. Its first mission is OG Loc. You can continue the Sweet strand by returning to Sweet's house, or else head for the new "BS" icon on the map and enter Big Smoke's house to begin the new strand.***

### Running Out the Dealers

Dealers are often seen walking the neighborhoods of Los Santos; many have actually been seen on Grove Street. These bums wearing plaid shirts ask you if you would like to buy some drugs. No matter if you answer positively of negatively, it ends up being a negative answer... "No, get out of here" or something similar. When you shoot them, they drop $2000 in cash. Dealers often travel in small groups. If you see one, look for more in the area. This is a great way to make big bucks early on!

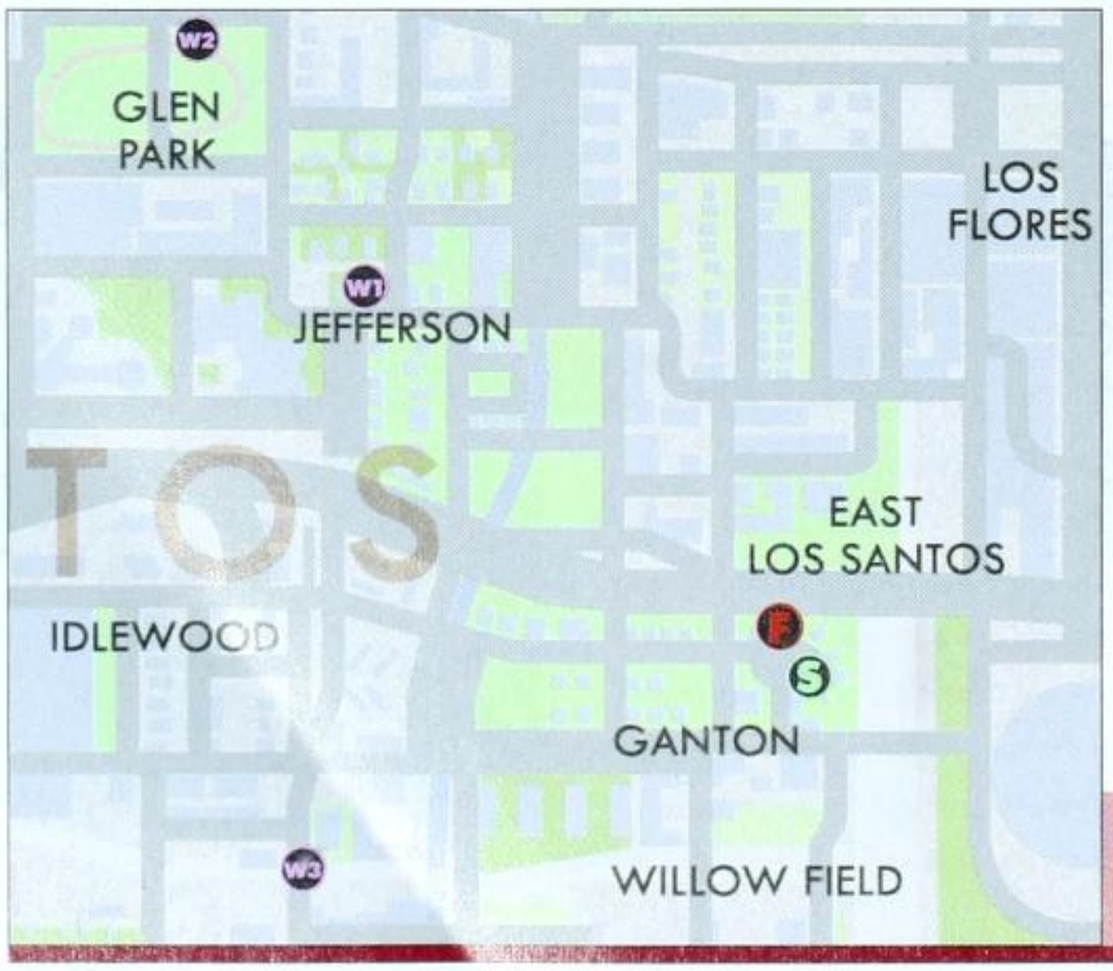
## SWEET mission 5

# Drive-By

**Gameplay Element Introduced:**
Pay 'n' Spray Shop

**Cash Gained:**
$500

**Respect Gained:**
6




***Back at Sweet's (the "S" icon on the map), Ryder lays some disrespect on CJ's driving, but Sweet puts you behind the wheel anyway. Turns out, he wants a little payback for the Ballas attack at the Cluckin' Bell drive-thru.***

S Start (Sweet's house) W1 First waypoint (Begin drive-bys) W3 Third waypoint (Pay n' Spray)
F Finish (Sweet's house) W2 Second waypoint (Finish drive-bys)

## Directions

### Drive Your Homies into Ballas Territory

Get in the car with Sweet, Ryder, and Smoke. As you drive off, Sweet orders you to head for Ballas country. Follow the yellow blip on the map to enter the Jefferson neighborhood where the Ballas hang. When you pull into the red marker, Sweet tells CJ to concentrate on driving while the others handle the shooting. Start cruising around the neighborhood, looking for Ballas.

Remember that threats show up as red blips on the map. Drive close by each one, letting your homies lean out the car windows and cap the Ballas fools. Note the new onscreen indicator bar labeled "Car Health." When it drops to zero, you and your boys are dead.

**Car View**

When in a car, press L2 to look left and R2 to look right. Press both at the same time for a rear view. Remember to use the Right Analog Stick to rotate the camera.

**Drive-by**

If you pack an Uzi, you can join the boys in some Drive-by shooting. Participating reduces the amount of time needed for your gang to take out all the Ballas.

### Get a Spray Job

When you've iced enough Ballas, your Wanted Level (indicated by the stars in the screen's upper-right corner) goes up and the cops start chasing you down. Your car is now hot, so you need to visit a Pay 'n' Spray or pass through nearby Police Bribes (see our ***Security Services*** map at beginning of this chapter).

Drive your vehicle into the spray shop to lose your wanted level, repair and respray your vehicle. Cost - $100. This time it's free.

Start driving the Greenwood vehicle toward the nearest Pay 'n' Spray icon (a spray can) on the map. As you approach, you see its red marker in the street. Pull into the marker to enter and have your Wanted Level suspended. The shop also repairs and repaints your vehicle. Normally, this service costs you $100, but this first time it's free.

**Probation**

A Pay 'n' Spray merely suspends your Wanted Level at first. The wanted stars flash for a short while after you exit the shop. If you commit another crime during this period, the police fully reinstate your Wanted Level. But if you can stay clean for a while, the stars soon disappear.

### Take Your Homies Back to the Hood

After you leave the shop, drive back to your Ganton neighborhood, marked by the yellow blip on the map. Grove is back, man. Grove is back! Drive into the red marker to automatically exit the car as a happy Sweet slips you $500 beer money for a job well done.

**NEW MISSION STRAND OPEN!**

***Completing the Drive-By mission opens up the Ryder mission strand. Its first mission is Home Invasion. You can continue the Sweet strand of missions by returning to Sweet's house, or else head to Ryder's house (marked "R" on the map) to start the new strand.***

SWEET mission 6

# Sweet's Girl

**Gameplay Element Introduced:**
Solo Drive-by

**Weapon Obtained:**
Micro-SMG

**Respect Gained:**
7

**Start (Sweet's house)**
**Finish (Sweet's house)**
**First waypoint (Sweet's girlfriend's apartment)**

## the story

***Walk into the red marker in front of Sweet's house. CJ explores the premises, calling for his boys, but nobody answers. As he exits, his cell phone rings. It's Sweet, who's holed up at a girlfriend's house on Seville Families turf. He's pinned down by angry Seville boys and needs a ride out.***

**Heat Up**

Before hanging up, Sweet tells you to "drive by Emmet's and get heated." If you don't have a firearm yet, you'd best find Emmet and get one now or use our ***Security Services*** map at the beginning of this chapter to find free weapons around town.

## Directions

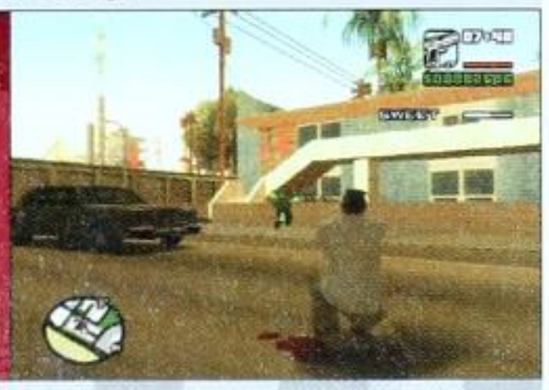
### Cap the Seville Boulevard Families Pinning Down Sweet

Go to the garage and choose a car. (If you don't have a car stowed, head into the streets and jack one.) Try to recruit a few Grove Street homies to join you. (For details on Gang Recruitment, see the first page of this guide.) Drive toward the red "threat" blip on the map. The trek takes you south through Willowfield, then east to Playa del Seville.

When you see the five Seville bangers under the red overhead cone markers, make a Drive-by pass to open fire, then speed quickly out of range. Their firepower is so great that your car can be annihilated in seconds, so hop out to finish them off on foot. Note that you're trying to kill the green gang members.

**Pop and Drop**

If your health gets low, keep solid matter between the angry bullets and your soft man-flesh. Use the low walls on either side of the street where the Seville boys lurk, and crouch for cover. Pop up to fire, then duck down to avoid return volleys.



### Fetch a Four-door to Pick up Sweet and His Girl

When the last punk drops (and the last red blip disappears from the radar map), Sweet calls and tells you to meet him with a car out front. Find the pristine Greenwood tucked in the covered alley just up the street from the motel (or any 4-door vehicle) and drive it into the red marker. Sweet and his lady hop aboard. Your brother tells you to hustle out because the Seville ain't givin' up.

### Get Back to Your Hood

Time to head home. Drive toward the yellow blip on the map, avoiding the Seville cars in aggressive pursuit. On the way, Sweet says the Seville gang is trying to start a war. CJ replies that it's time to bring the families back together. When you get back to the hood and drive into the red marker, Sweet gives you some Respect and heads inside with his lady.

SWEET mission 7

# Cesar Vialpando

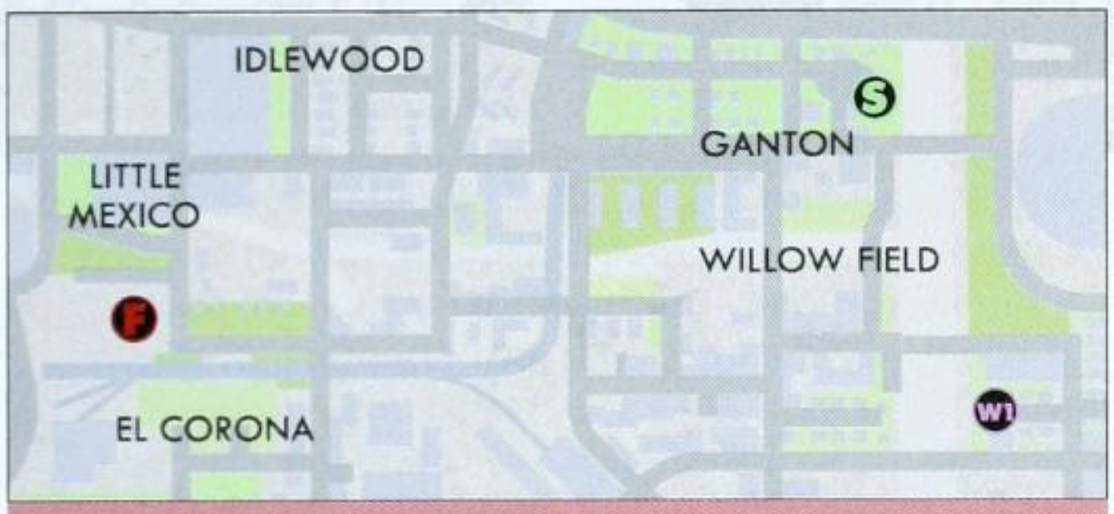
**Gameplay Elements Introduced:**
Lowriders, how to modify vehicles.

**New Vehicle Introduced:**
Lowrider

**Cash Gained:**
Depends on wager.

the story

***Back at Sweet's house (the "S" icon on the map), sibling rivalry sizzles between sister Kendl and brother Sweet. Sweet doesn't want Kendl to see her "south side" (Hispanic) boyfriend, but Kendl isn't about to listen to a "no-good, narrow-minded, hypocrite gangbanger." Sweet sends CJ to keep an eye on their sister at the lowrider meeting where Kendl is getting together with her man.***




**S Start (Sweet's house)** **W1 First waypoint (Loco Low Co garage)**
**F Finish (Unity station)**

## Directions

### Go to the Garage in Willowfield

Hop into a car and follow the yellow blip on the map to the Willowfield neighborhood. Drive into the red marker to enter the garage and meet the lowrider mod mechanic. He invites you to try out a lowrider with custom springs and hydraulics that lets you raise and lower the body—in other words, a lowrider. He then tells you about the lowrider competitions at Unity Station in El Corona.

### Back Up Lowrider Into Mod Garage

Do what the screen says—back it into the garage. You are now inside a car mod shop called Loco Low Co. The Upgrades window opens, offering several types of lowrider modification services. (For details on this, refer to the ***Car Mod Shops*** section in our ***Odd Jobs*** chapter.) For now, your cash flow is probably low, so just select Quit to exit the garage. There is no need to modify the appearance of your vehicle in order to pass this mission.

**Open Garage**

Return to the Loco Low Co. garage anytime you want some lowrider modification. Note that it's marked on the map by a wrench icon.

### Go to the Lowrider Meeting

Drive toward the new yellow blip on the map in El Corona. Find the Unity Station building with the red trim and enter its parking lot to find the red marker. Drive into the marker to begin the lowrider competition.

### Wager and Compete

A young man in a blue face scarf asks for your wager as the Wager window appears. The minimum wager is $50, so check your wallet before you take a chance (press and hold the X button to quickly increase your wager). This is a fairly easy challenge, so if you're confident in your ability, make a large wager. As the mission unfolds, an interesting lady asks to join you and slips into the seat beside you.

Follow the directions. See the circle at the bottom of the screen? A series of arrow icons passes through this circle in random order. You must push the Right Analog Stick in the direction indicated by each arrow as it passes through the circle.

When your lowrider bounces to the rhythm, you score points. Bad bounces add points to the Opposition. For the full scoop on this contest, check out the ***Lowrider Competition*** section in our ***Odd Jobs*** chapter.

**NEW ODD JOBS AVAILABLE!**

***Completing the Cesar Vialpando mission opens the Lowrider Competition odd jobs. Between missions, return to the location just outside Unity Station (marked by the lowrider icon on the map) and find the man by the red marker on the sidewalk. Step into the marker to trigger the competition at the station, then enter to wager and earn extra cash.***

***Again, you'll find more details on this in our Odd Jobs chapter.***

## Meet Cesar

When you win, a thrilled Kendl congratulates you and tries to introduce you to her boyfriend, Cesar Vialpando. The initial meeting doesn't go well, with Cesar's homies looking for trouble. But Cesar calls off his dogs and tells you he loves and honors Kendl—"she's my girl for life." You sense he's trustworthy, so you're cool with it—for now, anyway. And hey, he likes your ride, man. In any case, it's time to leave El Corona.

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Rodeo, Los Santos, San Andreas

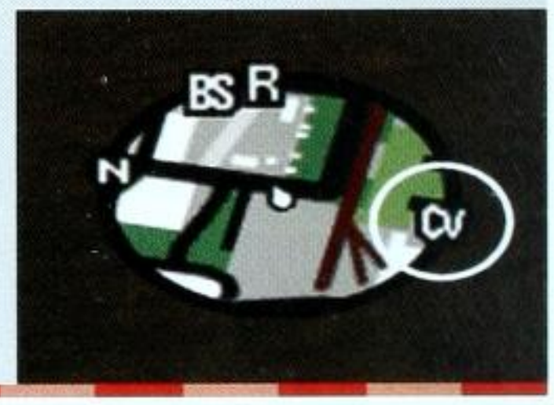
**Cell Phone Call: Cesar**

A short time later, Cesar Vialpando calls you. He compliments your driving and offers a way to make some cash: lowrider racing. He suggests you drop by his place in El Corona so he can take you to the meet. This puts a "**CV**" on your map to mark your contact point with Cesar; it also opens up yet another mission strand.

At this point, you've got several options with multiple mission strands open. We'll be thorough and finish up the last mission of the Sweet mission strand, but note that you can head to several different locations.

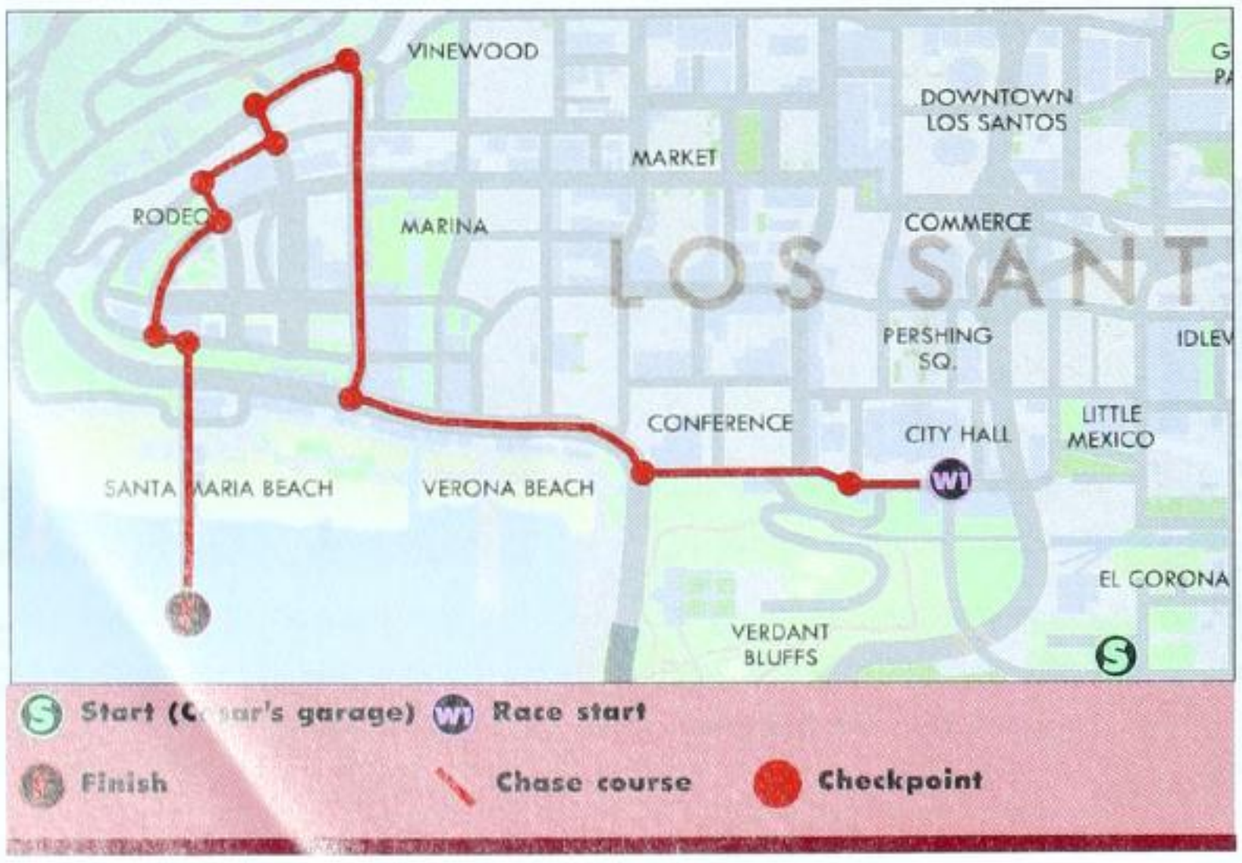
**NEW MISSION STRAND OPEN!**

***Completing the Cesar Vialpando mission triggers a phone call from Cesar that opens up the Cesar mission strand and its first mission, High Stakes, Low Rider. You can continue the Sweet strand of missions, or else head to Cesar's Garage (marked "CV" on the map) to start the new strand.***




**CESAR mission 1**

# High Stakes, Low-Rider




**New Contact Point:**
Cesar Vialpando's house and garage in El Corona (Los Aztecas turf)

**Gameplay Element Introduced:**
Lowrider racing

**Cash Gained:**
$1000

***Cesar is dating your sister, Kendl. He also likes hot, jacked-up cars that go fast, so the man can't be all bad. Are you still driving your lowrider? If not, find one, because you can't trigger this mission without one. (See the Tip on the next page for a convenient lowrider location.) Drive it into the red marker by Cesar's garage. Cesar tells CJ about some great lowrider racing, and offers to take him there.***

### Need a Lowrider?

Follow the "**CV**" icon on the radar map to the red marker in Cesar Vialpando's neighborhood of El Corona. Steal the unoccupied Blade lowrider that's parked in the driveway just next door (there's a lowrider in almost every driveway on Cesar's street!). To secure first place in this race, take your lowrider to Cesar's lowrider mod garage (introduced in the Cesar Vialpando mission) and purchase the Nitrous. Use it in the straight-aways!

## Directions

### Follow Cesar to the Races, Drive Onto the Starting Grid

Simply drive behind Cesar. His car (identified by a blue marker overhead) leads you west out of El Corona, then north to the race start location in Verdant Bluffs. Drive into the red marker to trigger the racing sequence.

### Race Through the Red Markers

You begin in sixth place out of six racers—that's right, dead last. But your impeccable driving skills should make up that handicap easily. Well, maybe not easily. Handling a lowrider is a challenge. Follow the series of red checkpoints to race through the course. Each checkpoint has an arrow that indicates the way to the net one. Keep an eye on your radar map—the location of the next checkpoint appears as a red radar blip—or just follow the cars ahead of you, if you see any.

### Hydraulics

Lowriders are equipped with Hydraulic systems, which are controlled using the Right Analog Stick. In any other vehicle, this controls the camera control. Using the Right Analog Stick to look around a corner in a lowrider could be a fatal mistake—causing one side of the car to jump and possibly flipping the vehicle over! Be careful.

The course winds through many Los Santos neighborhoods (Verona Beach, Marina, Vinewood, Richman, Rodeo) and finishes in spectacular fashion at the Brown Starfish Bar and Grill at the end of the Santa Maria Beach pier. You must come in first place to win the race.

### Lowrider Handling

Lowriders are low to the ground (hence their name) unless raised by using the L2 button. The low center of gravity gives them great high-speed handling. However, cornering in a lowrider is tricky; they tend to fishtail if you don't slow down properly for sharp turns.

### More Sweet Missions

The first part of the Sweet strand ends when you complete **High Stakes, Low-Rider**. However, a couple more Sweet-triggered missions will appear later, after you complete the prerequisite **Burning Desire** mission.



## new mission strand
# THE RYDER STRAND

- **Prerequisite:**
  Completion of **Drive-By** mission in the Sweet mission strand
- **Contact Point:**
  Ryder's house on Grove Street in Ganton
- **Total Respect Gained Throughout Strand:**
  17

Ryder wants guns, lots of guns, and the three missions in this strand are all about getting them. You're introduced to burglary for fun and profit, and you also get to throw stuff out of the back of vehicles at friend and foe alike. Man!

RYDER mission 1

# Home Invasion

**Gameplay Elements Introduced:**
Performing burglaries

**Accomplice:**
Ryder

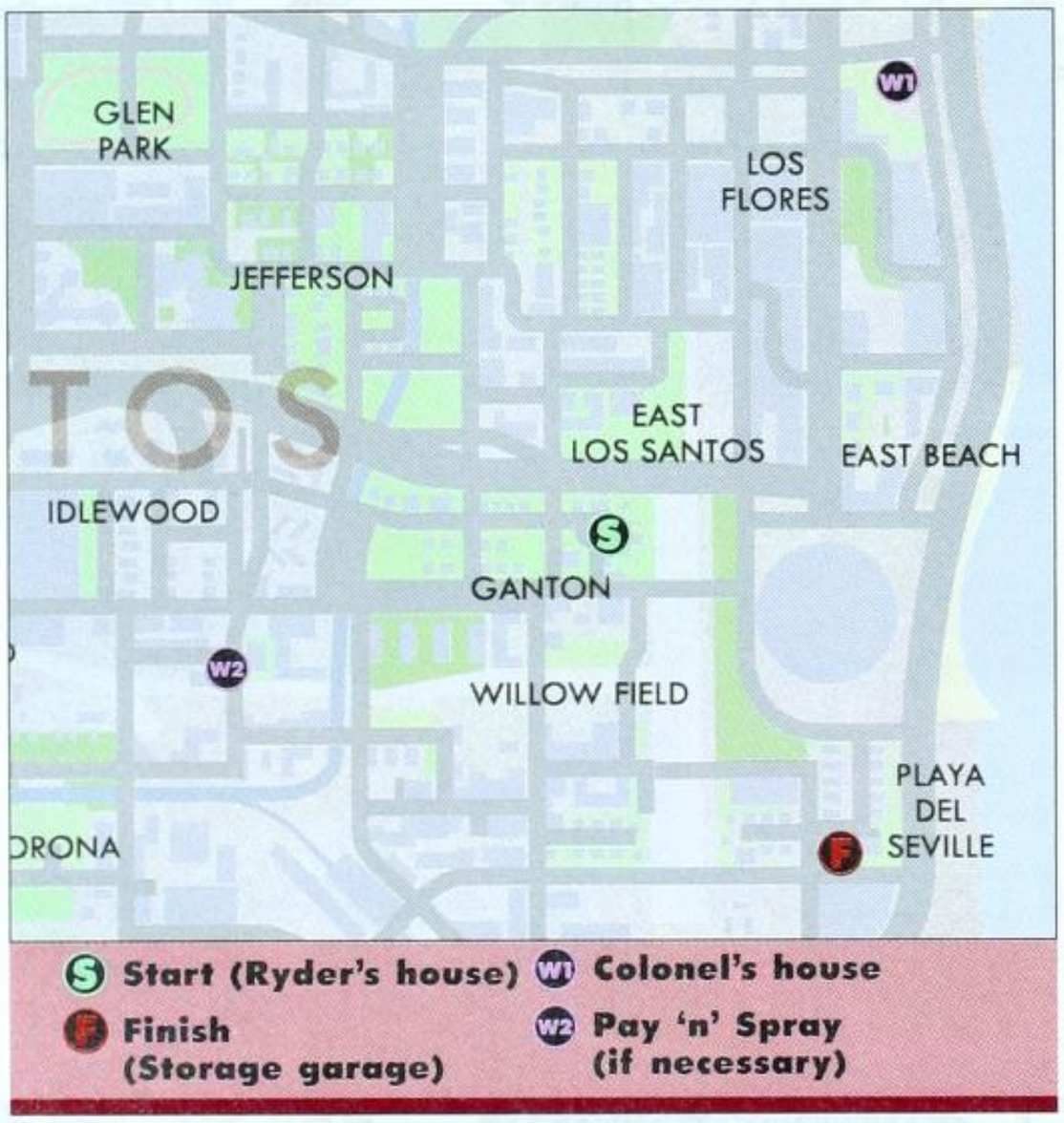
**Respect Gained:**
5

**PREREQUISITE NEEDED!**

***This mission is available only after you complete the Drive-By mission in the Sweet mission strand.***

## the story

***Follow the "R" icon on the radar map to find the red marker outside Ryder's house. The mission triggers only between 12:00 and 20:00—it's a night mission. When CJ finds him in the back yard, Ryder's pretty fried. He tells CJ about a retired vet with a stash of military weapons. The two of you decide to pay him a little visit that night, although Ryder seems too wired for a job like this.***

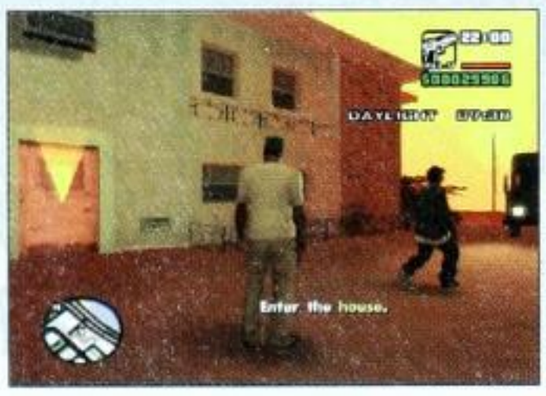



**S** Start (Ryder's house) **W1** Colonel's house

**F** Finish (Storage garage) **W2** Pay 'n' Spray (if necessary)

## Directions

### Park Truck Near the House, Get the Guns Before Daylight




You start out behind the wheel of a Boxville delivery truck with Ryder as your passenger. Note the onscreen Daylight timer counting down in the upper-right—you have eight minutes to break, enter, burgle, and escape this heist. Drive fast and follow the yellow radar blip to the target house in East Beach. When you arrive, Ryder sends you in while he stays outside to keep watch.

### Enter the House

Enter the marked door. Inside, you see you're violating the abode of the venerable Colonel Fuhrberger. Note the onscreen Noise bar; don't let it fill up or the Colonel will awaken. Crouch to move quietly, and gently push the Left Analog Stick to sneak. A green marker hovers over each crate. The first one is just across the room to the right.

### Steal At Least Three Crates of Guns

Creep toward the crate and press the Triangle button to pick it up, then carry the crate slowly to the front door. (If you try to crouch while carrying the crate, you'll drop it, so just walk slowly.) Outside, hustle with the crate to the back of the truck and press Triangle again to load it in. Then go back into the house for another.

### Cop Favorite

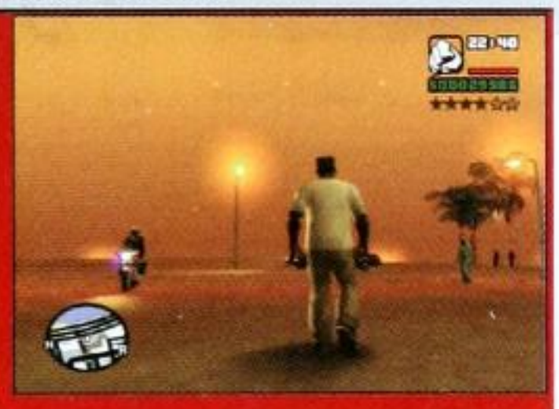
Colonel Fuhrberger is clearly well-liked by the local police, because you immediately earn a two-star Wanted Level if you kill the former military man! Alerting the police makes getting to the lockup much tougher..

Continue your stealthy movement. Go through the door opposite the stairs, then spot the green marker in the back-left corner of the next room, between the two rows of cabinets. Nab it and move slowly back outside. Load the second crate onto the truck.

Now check your time remaining until daylight. One crate sits right at the top of the stairs, and there's another at the end of the upstairs hallway. Continue to steal crates until the timer has only about 30 seconds remaining. If you're feeling lucky, grab the weapons crate in the colonel's bedroom, but be extra quiet.

### Don't Wake the Colonel!

If your noise awakens the colonel and he calls the cops, you get a two-star Wanted Level and your truck will be too hot to take to the lockup. If he actually sees you, the colonel will whip out his Shotgun! Hurry outside to the truck as the police arrive and drive to the Pay 'n' Spray in Willowfield to lose the heat.




### Drive Truck to the Lockup, Park it Inside

When the daylight timer gets below 10 seconds, you hear warning music. Make sure you're out of the house and have collected at least three crates before the timer expires. When it reaches zero, Ryder and CJ will get back into the truck. Follow the yellow radar blip south to the safety of the lockup building in Playa del Seville. (On the way, CJ tries to talk Ryder out of indulging himself so often, but Ryder doesn't want to hear it.) Drive into the red marker outside the lockup to open the garage door, then pull the truck in.

Watch the short tutorial on burglary odd jobs. Jack a car and head back to the hood, following the "R" on the radar map to return to Ryder's crib.

### NEW ODD JOBS AVAILABLE!

***Completing the Home Invasion mission opens the Burglary odd jobs. For more details, refer to the Burglary section in our Odd Jobs chapter.***

## Ryder mission 2

# Catalyst

**Gameplay Elements Introduced:**
Toss and catch boxes from a train.

**Accomplice:**
Ryder

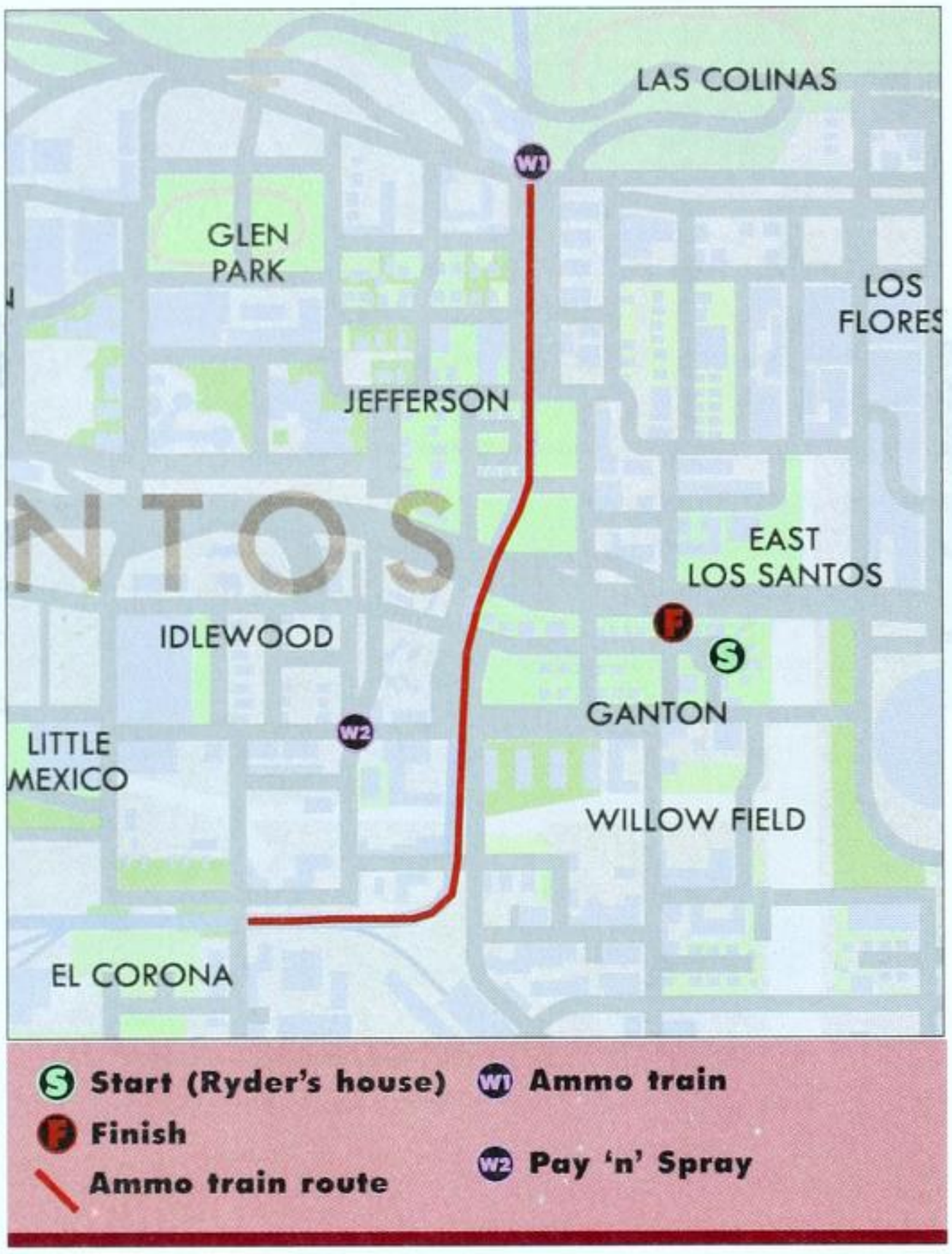
**Respect Gained:**
7

***Ryder's house is open only between 8:00pm and 6:00am for this mission (20:00 and 06:00 military time). CJ walks in on his homey cooking up a pot of foul-smelling "water." Unfortunately, Officers Tenpenny, Pulaski, and Hernandez are close behind. Tenpenny casually mentions that a train is making an unscheduled stop nearby with a little "somethin' somethin'" on board of interest to you. What might that be?***

## Directions

### Shoot Vagos Robbing the Ammo Train

Hop in Ryder's truck and follow the yellow radar blip north to the train halted up in Las Colinas. Unfortunately, a posse of Northside Vagos got in ahead of you. First things first—secure the area. Exit the truck with guns blazing. Red markers indicate the three Vagos soldiers, so they're easy to spot.




## Toss Boxes of Ammo to Ryder

Now your view switches to first-person perspective as you look backward from the moving train. Your Grove boys speed along the tracks behind the train in Ryder's Picador. You now have about 90 seconds to toss 10 ammo crates to Ryder, who stands in the pickup bed.

Move the targeting reticle over Ryder. Hold down the L1 button to power up, then release to throw; you can toss with varying degrees of power this way. There are plenty of crates on the train, so throw fast, experimenting with the power of your throws to get a better feel.

**Watch the Clock!**

The ammo crate toss is a timed challenge, so watch the onscreen timer, and throw fast!

When Ryder finally catches the last explosive crate, for a total of 10 ammo crates in the truck, you hop off the train and jump back into the Picador.

## Protect Train from the Ballas!

When you gun down the last Vago, another cutscene plays. Now a carload of Ballas crash the party. Looks like Tenpenny told every gang in South Central. Just his style—as he said, he likes to let the gangs do his work for him. Fight off the four Ballas raiders, hitting them hard before they can disperse from their car.

## Climb Onto the Back of the Train

Once you wipe out the Ballas, Ryder suggests you check out the train. Pick up the dropped weapons and money from the fallen gangbangers, then run into the red marker at the back of the train. CJ hops aboard the flat car and discovers a big shipment of military-style weapons. Suddenly, the engine jolts forward and the train starts rolling! Ryder calls to chill out, he'll be right behind you.

## Take the Crates Back to Grove Street

Now it's time to head home. As you might expect, hijacking a trainload of military armaments tends to attract the attention of the authorities. In fact, you now have a three-star Wanted Level! You can try to outrun the police cruisers, but your vehicle is hotter than hot, so it might be a better idea to cool off at the nearest Pay 'n' Spray.

When you finally get back to Grove Street, Ryder drops you off—mission accomplished. This is a good time to enter your nearest safehouse (in this case, The Johnson Family house) and save your progress before beginning a new strand of missions.

**MISSION PASS (1 OF 5)**

***Completing Robbing Uncle Sam gives you one of the five prerequisites needed to open the big Reuniting the Families mission later in the Los Santos Finale mission strand.***

Ryder mission 3

# Robbing Uncle Sam

**Gameplay Element Introduced:**
Using a forklift

**New Vehicle:**
Forklift

**Respect Gained:**
5

***Back at his place (the "R" icon on the map), Ryder has another big idea. He asks, "Who has more straps than anybody?" The answer, of course, is the military. And there's a National Guard warehouse across town that our man Ryder knows about.***

**Start (Ryder's house)**
**Finish (Storage garage)**
**Nation Guard depot**

## Getting Strapped

Use our ***Security Services*** map to locate Armor and an accessible AK47 (or at least an MP5) for this mission. Having Grenades or Molotovs is also helpful. The military men wear armor and are a little tougher to take down than the average gangbanger.

## Directions

### Drive Van to Compound at Ocean Docks

Get in the delivery van out front and follow the yellow radar blip south to the Ocean Docks area. Pull into the red marker outside the National Guard depot and watch the military jeep enter the compound. Ryder seems a little cocky, but hey, you're a Grove Street OG.

### Open the Front Gate

Climb over the wall with the gate, gun down the guard, and shoot the switch on the wall behind him. When the gate opens, Ryder automatically drives your van through to the first warehouse door. Follow him and take out the squad of guards that investigates, then approach the warehouse (the one where your truck is parked) and shoot out the keypad switch to the right of the entry door. When the door opens, nail the pair of guards waiting just inside.

## ALTERNATIVE STRATEGY: Explosive Entry

Instead of climbing the wall and allowing the guard to get the first shot, try tossing a Grenade or Molotov over the wall on the right side of the gate. This not only annihilates the guard, but also destroys the gate switch!

## Box Management

After killing the first soldier at the front gate, do NOT open the gate. Instead, go to the warehouse in the back, shoot the lock off the warehouse door, kill the soldiers inside, then use the forklift to start stacking boxes toward the front of the warehouse door (not in the middle of Ryder's truck will run them over). Once about six are stacked toward the front, shoot the lock on the front gate to let Ryder in. It's a lot easier to load the boxes into the truck this way since they're closer to the truck.

### Use Forklift to Load Boxes Into Your Van

You need six boxes of ammo to be successful. Four are stacked inside the warehouse. Hop aboard the forklift truck and drive up to one of the four boxes on the floor directly ahead. Use the Right Analog Stick to control the forks. After you lift a box, drive to the back of your van to load it in. Make sure that the forks are raised enough to get the load into the van. Repeat this until you've loaded all four boxes from the warehouse floor.

## Box Drop

Drive the forklift carefully after you load a box on the fork. If you run into something, the box can fall off!

As you work, Ryder fends off National Guardsmen. If he dies, you fail the mission. Help him out when attackers come. Hop out of the forklift to fight instead of attempting Drive-bys, then return to work when each threat passes. A guard appears after each crate is loaded into the truck.

### Load Two More Boxes Outside the Warehouse

There are several more boxes of guns outside, around the corner of the warehouse and out in front. You can load a total of six boxes into the van, so go fork up a couple more. When the van is full, exit the forklift and hop in the van.

### Head for the Lockup in Willowfield

Now speed over to the storage garage in Willowfield, marked by the yellow blip on the radar map. Ryder rides in back with the goods. Unfortunately, the part-time soldiers of the National Guard refuse to give up, and pursue your van in two Patriots. You tell Ryder to ditch some crates because you're running heavy. Each time you press the L3 button, Ryder tosses an explosive crate out the back. Wait until a Patriot is right on your tail, then toss a crate.

Keep driving hard until you reach the lockup down Emmet's alley in Willowfield. After the mission-ending scene, take the truck or jack a car and follow the "**R**" map icon back to Ryder's place in Ganton.

new mission strand

# THE BIG SMOKE STRAND

**Prerequisite:**
Completion of **Nines and AKs** in the Sweet mission strand

**Contact Point:**
Big Smoke's house in Idlewood

**Total Respect Gained Throughout Strand:**
23

Big Smoke is Sweet's best friend and a Grove Street homey, but he lives outside of the hood now in Idlewood. His business dealings require muscle and backup at times, and that's what CJ provides in this strand of missions.

## BIG SMOKE mission 1

# OG Loc

**Gameplay Element Introduced:**
Bike chase

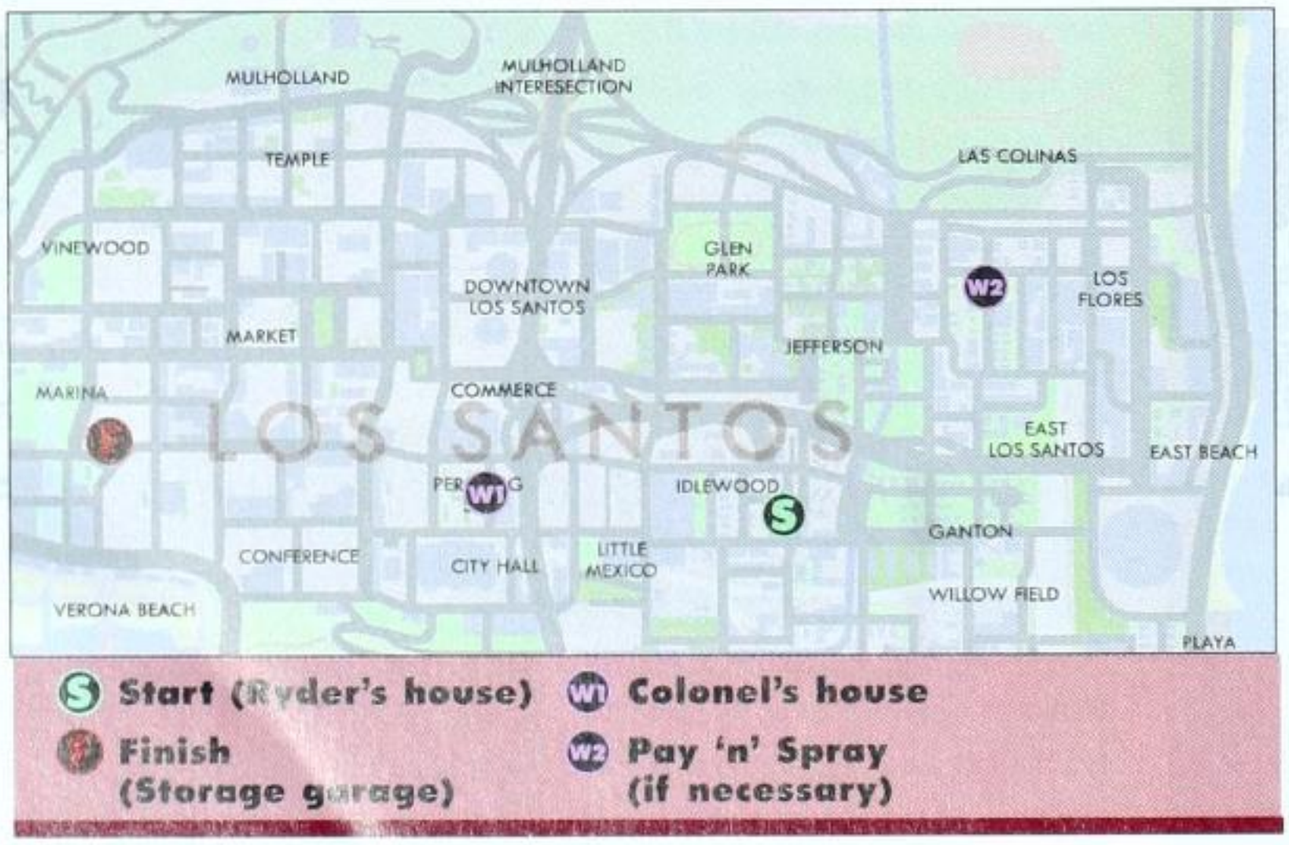
**Accomplices:**
Big Smoke, Sweet, OG Loc

**Respect Gained:**
5

**PREREQUISITE NEEDED!**

***This mission is available only after you complete Nines and AKs in the Sweet mission strand.***

the story




***Grab a car and head for Big Smoke's house in Idlewood by following the "BS" icon on the radar map. Sweet and Smoke are both there. One of your homies named Jeffrey, now calling himself OG Loc, is "touching down" (getting released) from prison today. The boys want you to come along to pick him up.***

## Directions

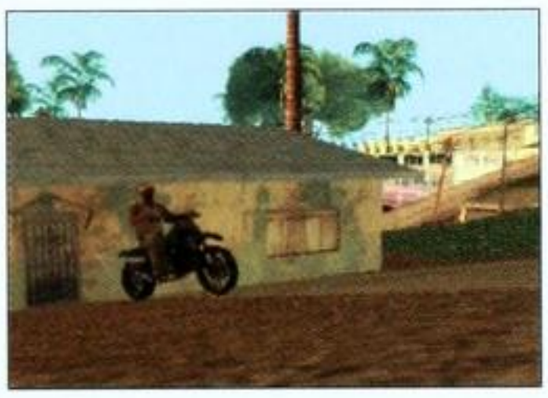
### Pick up OG Loc from the Police Station

Follow the yellow radar blip, heading east to the police station in Pershing Square. On the way, Sweet and Big Smoke joke about Jeffrey's name change to "OG Loc," suggesting he got himself thrown in prison to enhance his music career image. After you drive into the red marker outside the station, you see OG Loc come strutting out with his suitcase and wild attitude. He claims he needs to kill some Brazilian dude named Freddy who dissed him inside.

### Drive to Freddy's House

Follow the yellow blip on the radar, driving through Little Mexico and Idlewood to Freddy's house in East Los Santos. On the way, OG Loc tells you about the "hygiene technician" job his parole officer lined up for him. Drive into the red marker when you arrive. Sweet and Big Smoke back out and head home, leaving only you to watch OG Loc's back.

### Ring the Doorbell



Follow OG Loc up the stairs to the front door and walk into the red marker to trigger the next scene. Loc starts howling at Freddy from the front yard, and Freddy calls back, alluding to something terrible that happened in prison. Suddenly, Freddy hops on a motorbike and makes a break for it. You and OG Loc hop on a second bike and give chase.

### Catch and Kill Freddy

Follow Freddy, the red blip on the radar map. Don't let him get away, or you fail the mission. Stay right on Freddy's tail as he darts from alleyway to alleyway, up stairs and down railroad tracks, all the while taunting OG Loc, who fires away from the back of your bike.

**Tire Tracks**

Freddy's bike leaves a convenient line of tire tracks. Follow them through twisting turns when you lose sight of him.

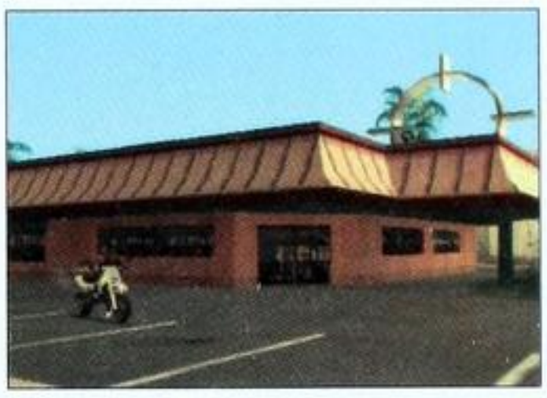
**Focus on the Chase**

You can't kill Freddy until he stops. So focus all of your attention on staying on his tail. His route is the same every time, so if you fail a few times, you'll eventually get to know the path well enough to catch him.

It's a wild and wooly chase, but don't give up. Use the handbrake (bike rear brake) in the tight turns, and add the regular brake (bike front brake) when you need to come to a quick and complete stop. This prevents you from performing unwanted stoppies and possibly tumbling off the bike. Stay with him and Freddy finally hops off his bike and fights with the help of a few yellow-clad Vagos. Dismount and gun down Freddy to trigger the next part of the mission.

Afterwards, you tease OG Loc a bit, then offer him a ride to his new job at the Burger Shot in Verona Beach.

### Take OG Loc to the Burger Shot



Hop on the bike and follow the yellow radar blip through the Commerce, Market, and Marina districts to the Burger Shot in Verona Beach. When you pull into the red marker, OG Loc thanks you for the ride and heads inside. While you're here, you might as well step inside and grab a bite to eat!

**NEW MISSION STRAND OPEN!**

***Completing OG Loc opens up the OG Loc strand and its first mission, Life's a Beach. This provides a new contact point, indicated by "OG" on your radar map.***

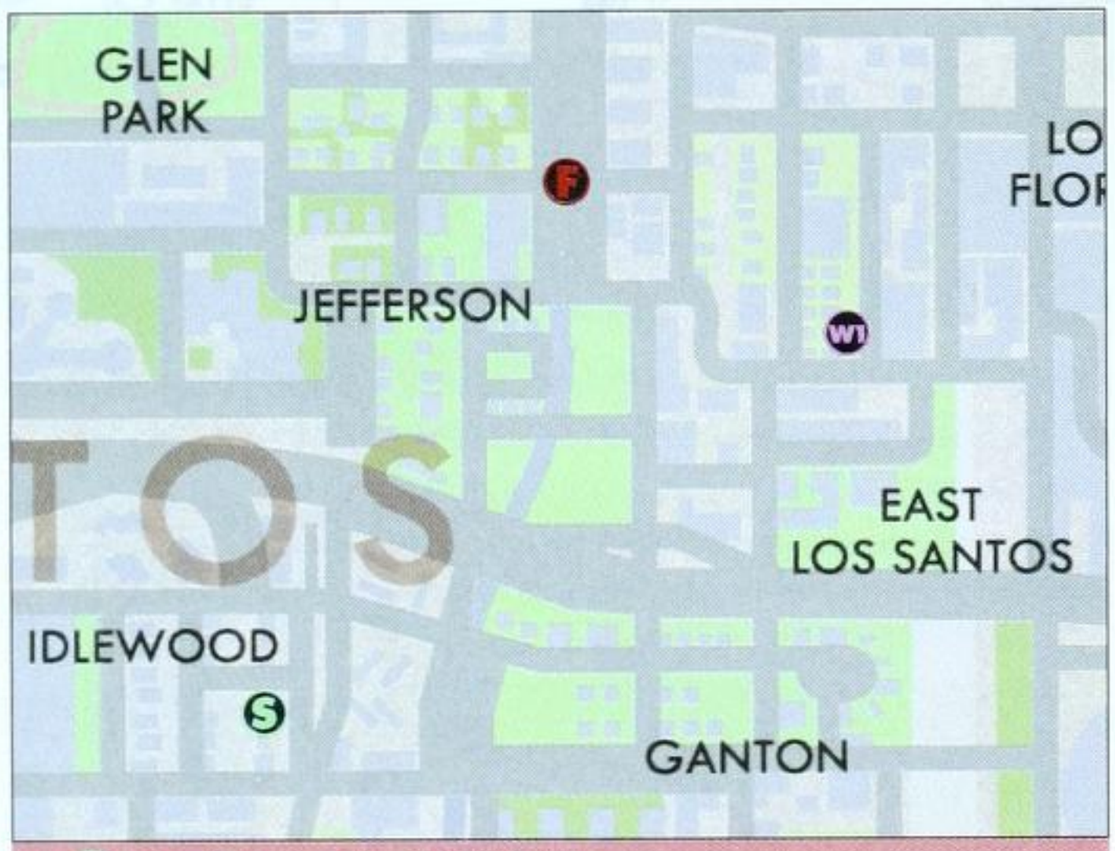
BIG SMOKE mission 2

# Running Dog

- **Gameplay Elements Introduced:** Chasing on foot and superior sprinting
- **Accomplice:** Big Smoke
- **Weapons Obtained:** 9mm
- **Respect Gained:** 3

## the story

***Return to Big Smoke's house in Idlewood (the "BS" map icon). As CJ approaches the front door, Officers Tenpenny and Pulaski exit the house. An agitated Smoke says they won't leave him alone, adding that "they think I'm Mr. Big, or something." Then Big Smoke asks CJ to represent the gang with him at a meeting with Smoke's "cousin from Mexico."***




**S Start (Big Smoke's house)**
**W1 The meet**
**F Approximate finish (depends on where you catch the gang member)**

Big Smoke explains that his "cousin Mary" is inside, and his description of her finally hits home with CJ—he's talking about a marijuana deal. Then Smoke yells at the Vagos, introducing himself and saying he wants "that grass." The response is not nice. Smoke loses his cool and attacks the guard with a baseball bat. The other Vagos contact runs from you and Smoke on foot.

### Chase Down the Gang Member

Big Smoke runs out of gas fast, so now it's just you and the Vagos runner. Chase him, tracking him via the red marker over his head. If you lose visual contact, find the red blip to locate him on the radar map.

**Super Sprint**

Remember that you can tap the X button quickly to activate CJ's Super Sprint for distances determined by the amount of Stamina you currently have. Use it!

The Vagos contact slows down to hop fences, so close in fast and get in your gunshots before he clears the obstacle. If he gets too far ahead, he'll enter a vehicle and make a quicker getaway. So make sure to take him out before this happens. Use a drive-by weapon so you can move and shoot at the same time. After the target goes down, we suggest you jack a car and drive to your nearest save house for a game save before heading back to Big Smoke's crib.

## Directions

### Drive Big Smoke's Car to the Meet

Hop in Big Smoke's automobile; Smoke is sitting in the passenger seat. The onscreen message mentions that a trip to Emmet's is in order if you need a weapon—just skip that trip if you're already armed. Follow the yellow radar blip east through Ganton, and then north up into the Vagos turf of East Los Santos. Pull into the red marker to trigger the meet.

BIG SMOKE mission 3

# Wrong Side of the Tracks

**Accomplice:**
Big Smoke

**Respect Gained:**
5

***What are Officers Tenpenny and Pulaski doing in Big Smoke's garage? Talking to Big Smoke, that's what. Their abiding interest in Smoke seems to be getting more intense. After Big Smoke rails on Tenpenny, he asks CJ to take a ride with him. Smoke wants to check out a tip that he says "might put us deep in the game."***

## Chase Vagos Gang Members on the Motorbike and Take Them Out!

Hop onto the motorbike next to Big Smoke's car and wait for Smoke to jump onboard behind you, then speed onto the tracks and turn left to follow the train. When you catch it, pull up to the train's right side until you see the Vagos atop the engine, marked by red markers overhead. Big Smoke opens fire when you pull alongside.

Stay just right of the rails to get a better shot at the Vagos, but remember that Smoke's Tec-9 doesn't have great range. It's also a good position to avoid hitting any sudden oncoming trains of the Brown Streak Railroad.

Careful! There's a stalled car down the track. The train engine knocks it spinning into your path. Veer around the bodies and debris, and keep up with the Vagos.

## Directions

### Drive to Unity Station

Big Smoke tells you to drive to Unity Station, the train station across town in Vagos territory. Follow the yellow blip from Idlewood south to El Corona. Drive into the red marker at the station. Smoke tells you he's looking for some Vagos who are meeting with the Rifa, a San Fierro Mexican gang, to cut some kind of deal. You see the meeting up ahead on a rooftop. Unfortunately for Smoke, the Mexicans spot you and hop onto a moving train.

### Take the High Road

As the train tracks bend left at Fisher's Lagoon, far north of Las Colinas, you reach a raised road on the right. Big Smoke suggests you take it, and we concur. You get a better angle on your targets, plus you avoid oncoming trains and a trackside barricade.

### Drive Big Smoke Back to His House

Once Big Smoke finally caps the last Vagos gangbanger, make the long trek back to his house. The train battle has most likely taken you far out into the Red County countryside, a good distance north of the Las Colinas area.

Fortunately, your motorbike is a great off-road vehicle, so by all means go cross-country on the first part of your trek back to Big Smoke's house.

On the way back, CJ asks if drugs are to blame for all the violence, or if it was always this way in the hoods. But Big Smoke has no answers. Keep following the yellow map blip. An easy wasy to get back is to follow the train tracks back to Los Santos. When you enter the red marker outside Smoke's house, the mission-ending scene plays. Big Smoke tells you to clear out and stay away from the C.R.A.S.H. fools.

BIG SMOKE mission 4

# Just Business

**Gameplay Element Introduced:**
First-person perspective gunfight as motorbike passenger

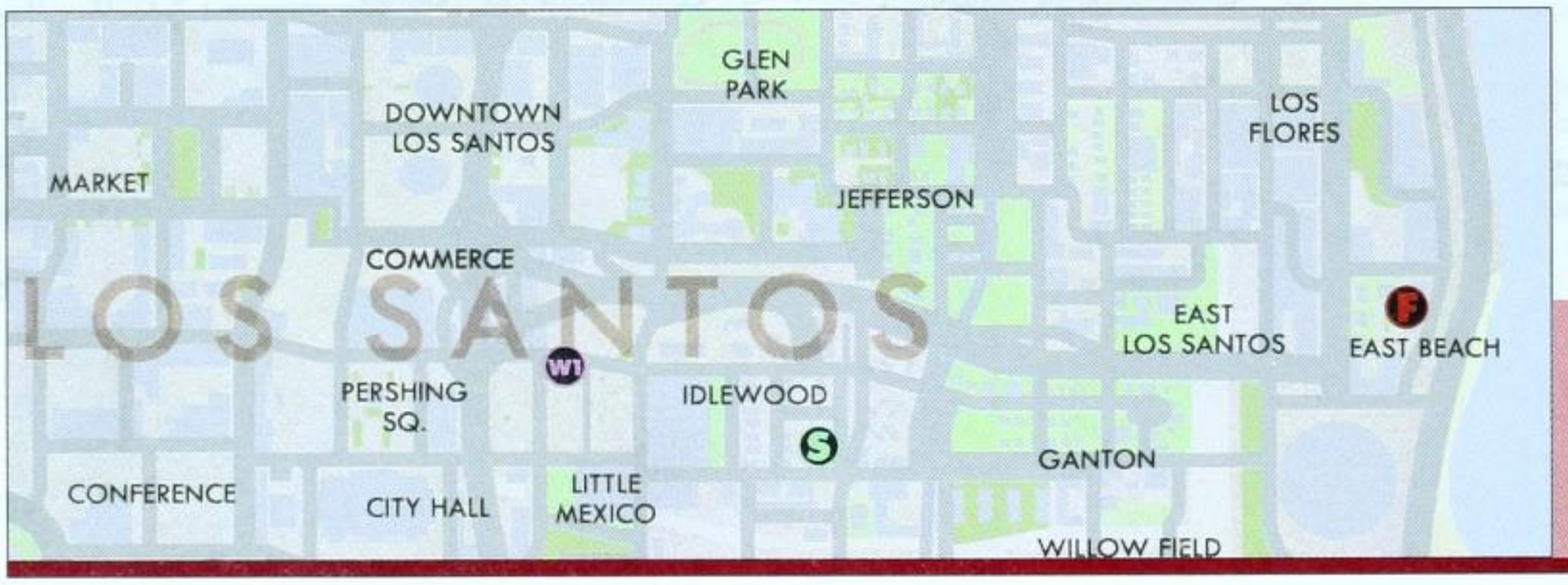
**Accomplice:**
Big Smoke

**Weapon Obtained:**
MP5

**Respect Gained:**
10

## the story

***Big Smoke is messing around in his garage again, and he invites CJ to go for a ride downtown. Big Smoke's "rides" have a way of ending up in gunplay, so get ready for some banging.***



**Start (Big Smoke's house)**

**Finish**

**Downtown meeting**

## Directions

### Take Big Smoke Downtown

Start driving west, following the yellow radar blip from Idlewood through Little Mexico. On the way, Smoke promises this isn't a cop errand, but "strictly for the homies." Then he admits the going might be dangerous. Shocker! With the Families making a comeback, the Ballas pushing base, and now Russians moving into the scene, Big Smoke expects that a lot of heavy action is about to go down. When you arrive at the red marker downtown, CJ and Smoke exit the car and cross an upscale plaza. CJ promises Smoke his full support... and within seconds, the fur starts flying.

### Keep Smoke Alive and Clear the Area

Big Smoke is under siege from a well-armed security detachment of scary guys in black suits. A message window pops up to remind you that crouching improves your weapon accuracy. Big Smoke also reminds you to use cover. So crouch, use cover, and blast away! Keep Smoke alive until you clear the area. (Smoke's health bar appears onscreen.)

Another info box suggests that if enemies use cover, you can pick them off patiently by precision-targeting with the Right Analog Stick instead of just firing with auto-aim. Personally, we prefer to rush and attack aggressively while targeting the closest enemy and sweeping through the rest using the L2 and R2 buttons. Choose whatever approach suits your style. Explore the lower floor for Health and Armor items before meeting Smoke.

### Get The MP5s!

**Having a "drive-by" weapon in your possession before you begin the first person shooting segment of this mission is vital to your success—the Tec9 just won't cut it! Make sure to pick up all the loads of money dropped by the enemies inside, as well as their MP5s.**

After you clear out the interior, run to where Smoke crouches by the exit door. You both move outside into the plaza where more security goons open fire. Let Smoke move forward as you lay down cover fire. Use an AK47 for long-range firing and to avoid running out of MP5 ammo before the next challenge (if you run out of ammo, the gun leaves your inventory). When the area is clear, Big Smoke hops on a nearby motorcycle and CJ automatically slides onto the back.

### Just Shoot, Baby

**You can't steer the motorbike in this chase sequence; Big Smoke has complete control of the vehicle. Your objective now is to keep the Bike health bar from emptying. Focus your full attention on gunning down pursuers. The sooner you take out the pursing gunmen, the more Bike health you retain.**

## Fight Off the Pursuers

Two things happen: Security guards start tailing you in vehicles, and your perspective shifts. Use the Right or Left Analog Stick to move the targeting reticle, and shoot by pressing the L1 or Circle button. Blast the enemy motorbikes, ignoring the massive car-carrier truck that falls in next. (It soon hits a bus and veers down a side street.) Try to aim for armed riders, gas tanks, and tires (in that order of importance). Next, clear out the three-car roadblock to continue on your way. Aim for the gas tank on the center car to take them all out quickly. Pivot your aim to the front of the bike and destroy the car with the two gunmen standing nearby just before the flood control trench.

### Ignore the Car-Carrier

**You can't hurt the big car-carrier transport that dogs you in this mission, so don't waste any fire on it. Concentrate on the motorbikes and automobiles.**

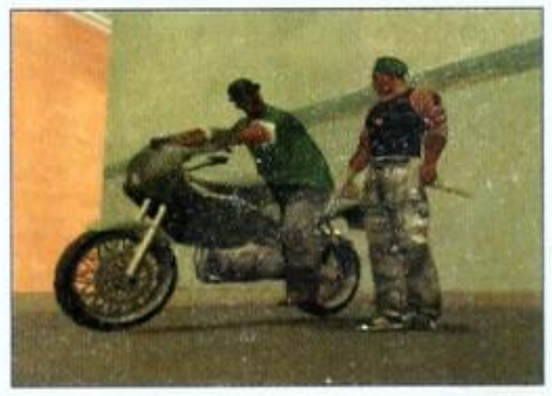
Big Smoke knows a way out—the Los Santos flood control trench. He claims it leads up past Grove Street. You have no choice but to believe him, so focus on picking off the multiple motorbikes and cars pursuing you as Smoke makes his run through the city storm drains. Hey, who are these guys anyway?

### Keep Clear of Cars

**Enemy cars can cause serious damage when they explode, so don't blast them if they're right next to you.**

Suddenly the car-carrier transport returns by taking an awesome flyer from the street above down into the trench. More enemy cars roar down a spillway into the trench, too. Eventually, the truck maneuvers in front of you and starts dropping its cars in your path. If you survive all this, you come to another enemy roadblock at the far end of the trench. This time, Big Smoke executes a breathtaking ramp jump over the blockade.

Your view now faces front. Smoke draws your attention to the old sewer up ahead. First shoot the vehicle up ahead to blow up the gunmen nearby, then shoot out the sewer gate on the right side of the trench so Smoke can veer into the sewer tunnel. Pick off the last fleet of motorbikes. Note several clusters of explosive barrels behind you as Smoke speeds down the tunnel. If you nail barrels just as the pursuing bikes pass them, you can wipe out multiple bikes with one shot.



When the coast is finally clear, Big Smoke drops you off on a street near the ocean in East Beach and heads off to dump the stolen motorbike. This completes the Big Smoke mission strand. Find a vehicle and drive to an icon representing another mission strand.

### MISSION PASS (1 OF 5)

***Completing Just Business gives you one of the five prerequisites needed to open the big Reuniting the Families mission later in the Los Santos Finale mission strand.***

new mission strand

# THE OG LOC STRAND

**Prerequisite:**
Completion of the **OG Loc** mission in the Big Smoke mission strand

**Contact Point:**
Burger Shot restaurant in Verona Beach

**Total Respect Gained Throughout Strand:**
22

OG Loc may seem a little goofy, but he's a Grove Street homeboy, and so he's family—sort of. His passion is for rapping, and most of these missions revolve around that endeavor.

## OG LOC mission 1

# Life's a Beach

**Gameplay Elements Introduced:**
Conversation system, dancing

**Odd Job Opened:**
Dancing

**Respect Gained:**
3

**PREREQUISITE NEEDED!**

***This mission is available only after you complete the OG Loc mission in the Big Smoke mission strand.***

## the story

***As you learned earlier, OG Loc works at a Burger Shot restaurant as a condition of his parole. This first mission of the strand is night-based, so step into the red marker between 22:00 and 06:00 at the "OG" icon location on the radar.***

***Loc is found mopping up outside after hours. OG Loc tells CJ he's planning a party, but he needs a sound system. Loc heard a good mobile system in a van at the restaurant's drive-thru window; the vehicle was heading for a beach party. He wants you to look into "borrowing" the system.***

**S Start (Burger shot)** **WT Beach party**
**Finish (Storage garage)**

### Night Moves

This is a night mission. You can enter the red marker outside the Burger Shot only between 10pm and 6am (22:00 and 06:00). If you arrive at any other time, a message tells you when to come back.

### Buy a Save House

If you've accumulated enough cash from Odd Job missions, consider buying some property for another save house near the Burger Shot in Verona Beach where OG Loc works. This saves you a lot of driving time.

## Directions

### Go to Beach Party and Talk to the DJ

Drive to the party at Santa Maria Beach, following the yellow blip on the radar. Drive right across the sand to the water's edge to find the party. Make sure you don't run over any partygoers or you'll fail the mission—party pooper! Get out of the car and walk into the red marker to trigger your conversation with the female DJ.

A text window explains the conversation system—the Left Directional Button triggers a negative reply, and the Right Directional Button triggers a positive reply. Be positive with the DJ and she'll invite you to dance. Your goal is to impress her with your dancing and earn an invitation into the van. Then you can make your move.

### Win the Dance Contest

When the dancing begins, a circle appears at the bottom of the screen and a series of controller button icons starts scrolling through the circle. Press the corresponding button on your controller at the precise moment each icon hits the circle. Pressing buttons to the beat of the music helps you more than trying to exactly target the button icons. Every well-timed button press triggers a good dance move, whereas an incorrect button press triggers a pathetic failure. If you score 4000 points or higher, the DJ will invite you into the van.

### Steal Sound Van and Get it Back to the Garage

Follow the DJ to the sound van (with the blue marker above it) and get in on the driver's side. Drive away and start following the yellow blip on the radar map. The DJ falls out of the van and angry partygoers will open fire and give chase, so get out fast.

Drive to the location in Commerce, a "Cheap Parking" storage garage. The mission ends when you drive into the red marker outside the garage. You can then jack a car and follow the "OG" icon on the radar map back to the Burger Shot restaurant for the next mission.

**NEW ODD JOBS AVAILABLE!**

***Completing the Life's a Beach mission opens access to the Dancing odd jobs. For more on this, check out the section on Dancing in the Odd Jobs chapter.***

OG LOC mission 2

# Madd Dogg's Rhymes

- **Gameplay Element Introduced:** Stealth
- **Weapons Obtained:** Knife, silenced pistol
- **Respect Gained:** 4

***OG Loc is one of the worst rappers in the history of American music. Among other things, his rhymes are lame. CJ suggests hiring a writer (what a shocking notion), but OG Loc has a better idea. If he can acquire the rhyme book of famous rapper Madd Dogg, he'd never have to inflict his noxious rap on the gang ever again. The benefits of this are not lost on CJ, and he agrees to the scheme.***

- **S** Start (Burger shot)
- **F** Finish (Burger shot)
- **W1** Madd Dogg's mansion

## Directions

### Go to Madd Dogg's Mansion

Get in your car and follow the yellow radar blip north through Marina, Vinewood, and Temple to Madd Dogg's mansion in the hills of the Mulholland neighborhood. When you arrive, you learn that the main door is around back. Get out, find the marked door, and enter.

### Learn About Stealth

This triggers a tutorial about stealth. The rhyme book is in Madd Dogg's recording studio, and his personal security guards are patrolling the building. The radar screen shows each guard as a red blip, which points in the direction the guard is facing. Moving while crouched makes less noise.

Your first "stealth kill" is set up for you. While wielding a knife, crouch, sneak right up behind the first guard, and press R1 to target the enemy. Notice how CJ raises his arm slightly with the knife. Target the subject with the R1 button and press the Circle button to perform the stealth kill, cutting the guard's throat.

**White to Blue**

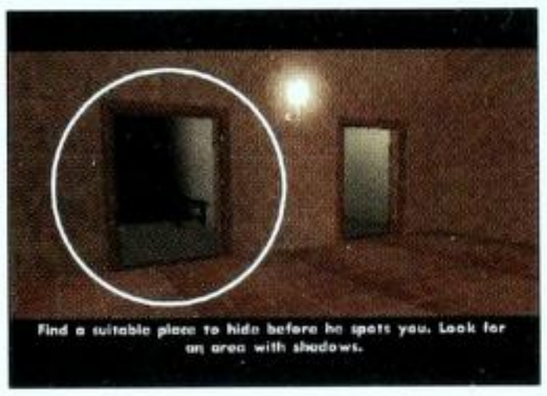
If the white blip that represents you on the radar map turns blue, it means you are hidden in the shadows. Patrolling guards can't see you!

### Eliminate the Second Guard

Sneak down the hallway beyond the first guard. A second guard patrols around the swimming pool area in the next room. Observe him to determine his patrol route; don't enter the room until he's facing away from you. Then crouch, step through the doorway, and turn left to get into the dark corner before the guard rounds the pool and patrols toward you. Wait until he passes, then creep up behind him to make another stealth kill.

### Eliminate the Third Guard

Move across the pool area and through the next door. A third guard is coming down the hall. Find a suitable place to hide before he spots you, preferably an area with shadows. We know just the place. Take the first doorway on the left, ducking into the side room. Move to the far end of the room, which is bathed in darkness, then turn around and watch for the guard to pass by in the hallway. Crouching, sneak up behind him when he pauses in the next doorway, and then perform another stealth kill.



### Sneak Past the Fourth Guard

Continue along the hallway as it bears left. Look for a nice Health power-up in the next room on the right, and then continue down the hallway. The next room features a very long burnished wood bar with a fourth guard standing (and drinking) behind it. Crouch and walk the length of the bar to stay out of his sight. Before you proceed, you see a quick cutscene of a fifth guard sitting on a sofa in the TV room, the next room just past the bar.

### Sneak Past Guard in the TV Room

Stay crouched after you get past the bar, and continue creeping along the long sofas in the TV room past the guard. (You can also reach over the sofa and slit his throat if you're feeling particularly cruel.)

### Eliminate Final Guard and Grab the Rhyme Book

Proceed down the corridor beyond, following the hall around two corners. Veer left through the next doorway into another darkened room where you can nab some Body Armor. (If you had continued straight down the hall instead, you'd come face to face with the last guard.) Crouch and move to the next doorway. You should see a colorful painting on the wall just across the hall.

Note the guard icon on your radar. He's very close, just around the corner to the right—fortunately, he's facing away from you. Creep around the corner and perform a stealth kill. You can now grab the rhyme book, which floats near some recording equipment.

### Find a Silenced Pistol for the Escape

Time to retrace your route back out. You learn that Madd Dogg's guards are using silenced guns. Such a weapon would be most handy to have in a stealth mission, so let's find one. Exit the recording studio and, crouching, enter the darkened room ahead. A guard stands with his back to you in the next doorway. Perform a stealth kill and nab his Silenced Pistol.

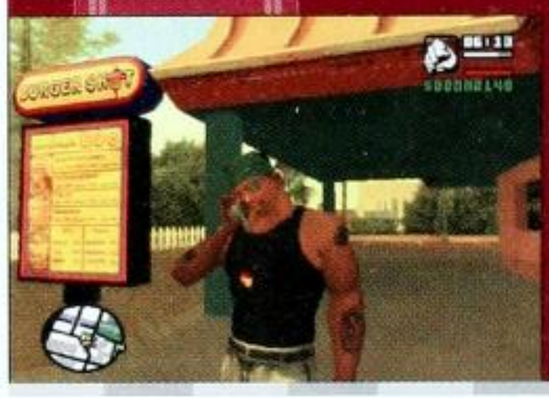
Crouch down the hall, carefully turn the corner, and snipe the next guard with your new silent gun. Continue out of the mansion, silencing guards in the TV room, bar, and swimming pool room on your way back to the front door.

### Take Rhyme Book Back to OG Loc at the Burger Shot

Outside, avoid shooting any cops who might be lurking (if you tripped the alarm, for example) to keep your Wanted Level down and grab the BMX bike near the mansion's door. Ride downhill, then jack a car and follow the yellow radar blip to reach OG Loc back at the Burger Shot. Your homey is pleased with this ice cold delivery.

#### Cell Phone Call: Tenpenny's

Soon CJ gets an ominous cell call from Officer Tenpenny. The corrupt cop accuses CJ of avoiding him, and wants to meet in the donut place in the middle of the Market district: "We need to talk." This adds the "C" (for C.R.A.S.H.) icon to your map, marking the location of the Donut Shop.



**NEW MISSION STRAND OPEN!**

***Completing the Madd Dogg's Rhymes mission brings a cell phone call from Officer Tenpenny that opens up the C.R.A.S.H. mission strand and its first mission, Burning Desire. You can continue the OG Loc strand of missions by returning to the Burger Shot, or else follow the "C" on the map to the Donut Shop to start the new strand.***

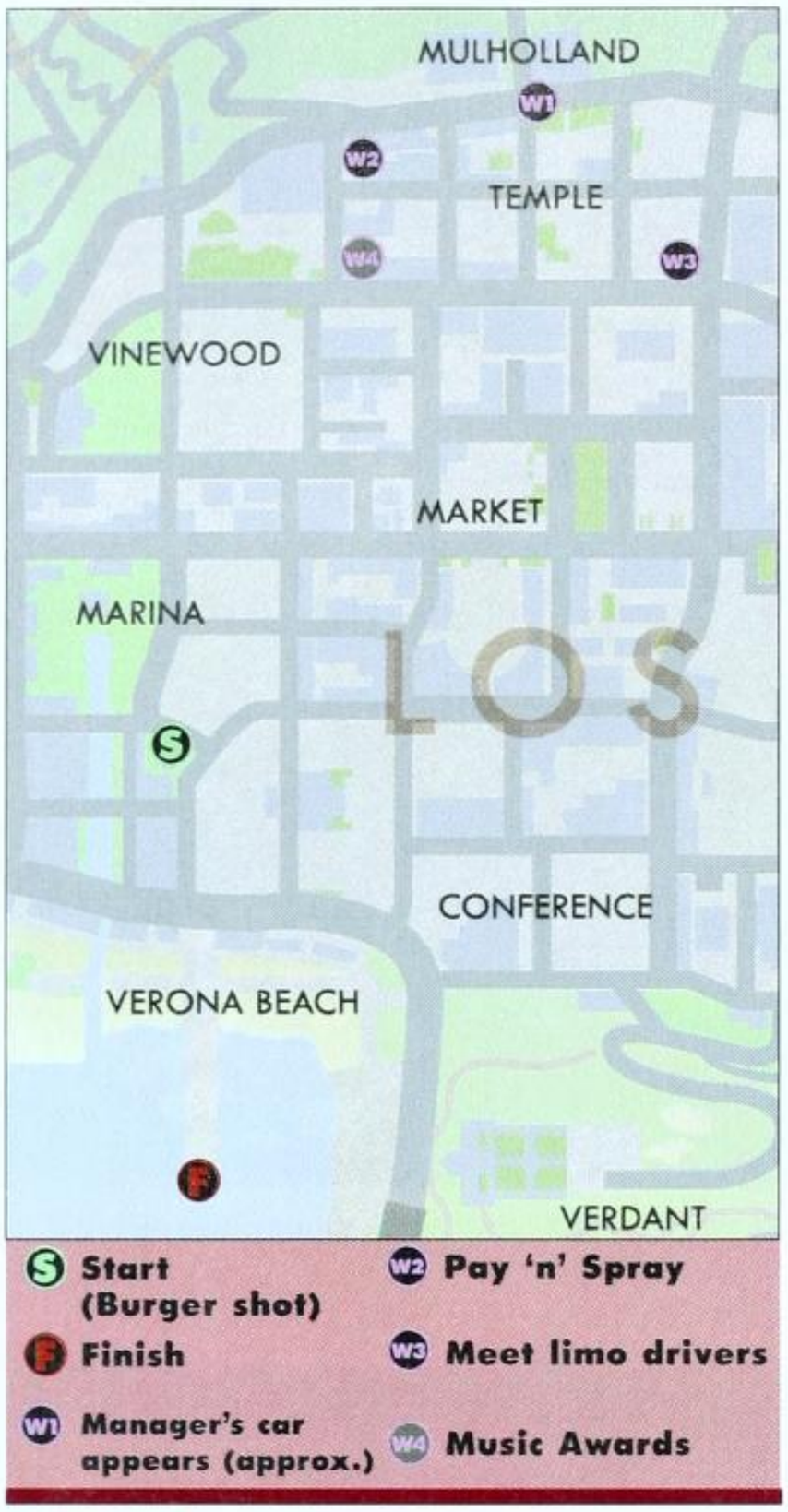
## OG LOC mission 3

# Management Issues

**Gameplay Element Introduced:**
Ejecting from moving vehicles

**Respect Gained:**
5

***Visit OG Loc's Burger Shot ("OG" on the radar map) between noon and 5:00pm (12:00 and 17:00) for this mission. Loc is in a frenzy about Madd Dogg's manager. He claims the man is trying to blackball Loc from the music business. OG Loc wants CJ to cap the dude. But how?***




**Time Limit**

You must get the manager's car ***without damage*** to the drivers' rendezvous no later than 10pm (22:00).

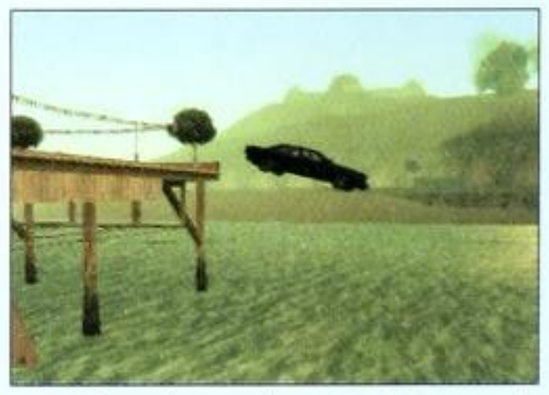
## Meet Up With Other Drivers Before 10pm... and Don't Damage Your Car!

Drive very carefully as you follow the yellow radar blip to the rendezvous spot with the other drivers. If you damage the car on the way to the rendezvous, you must get it repaired again. Once you find the red marker at the rendezvous point, park carefully in that spot. Important: Make sure your car faces the same way the other VIP cars are facing! Don't hit either of the other two cars while parking.

If your vehicle is in good repair, you take off in a caravan to the Music Awards. Be ready to go! Keep your car between the other two cars all the way to the awards ceremony. Tilt the Left Analog Stick up while driving to get an overhead view. This provides a better view of the distance between the two cars you are sandwiched between.

## Drive to the Pier and Bail Out

At the theater, cameras flash and the celebrity music crowd files out to its limo fleet. Madd Dogg's manager gets in his car and asks you to drive back to Dogg's mansion. But you have other plans, of course. Follow the yellow radar blip to the pier at Verona Beach.



The security team in the manager's other two cars dog you at first, trying to rescue "The Principle." You can outrun them fairly easily, however. On the way, the manager tries to bribe you into letting him out, even offering a record contract. Ignore him, and when you finally reach the Verona Beach pier, floor it. Then punch your Bailout button (press Triangle) just before the pier's end. Note that if one of the security vehicles spots you, you'll have to take care of them too.

Find the nearby BMX bike and ride to your Verona Beach save house (if you have one) to save your game. Next, head directly back to OG Loc's Burger Shot. It's not far from the pier—again, just follow the "**OG**" icon on the radar map.

## Directions

### Find Manager's Chauffer

Get a car and drive. Soon OG Loc calls to report that Madd Dogg's manager has a limo driver who just left a Burger Shot across town in the Market district. The driver's planning to pick up the manager at the Music Awards later. Follow the red radar blip through Market until you find the manager's car. (It has a red marker over it.)

### Damage Car to Force the Driver Out

Ram the manager's car so the driver stops and gets out. Careful! He's packing heat, and he opens fire on you. Gun him down and take his car. If the manager's car is badly damaged from when you rammed it, you must get it repaired. Look for the nearest spray paint icon on the map and take the car to the Pay 'n' Spray there for repair. Or to avoid causing too much damage, take two or three drive-by shots at him.

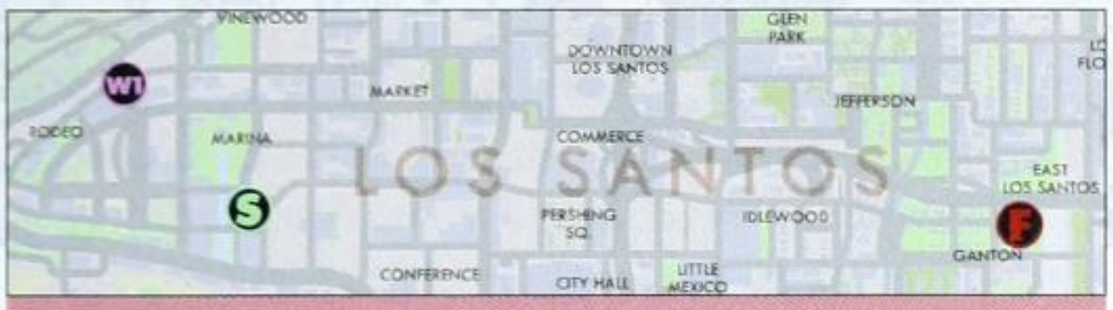
OG LOC mission 3

# House Party

**Accomplice:**
Sweet

**Respect Gained:**
10

***OG Loc's days as a "technician" are over. Yes, he's a parole violator now. And if he's going back to a cell, he'd like one last party first—a big one. All CJ has to do is show up, although it might be nice if he was lookin' good.***



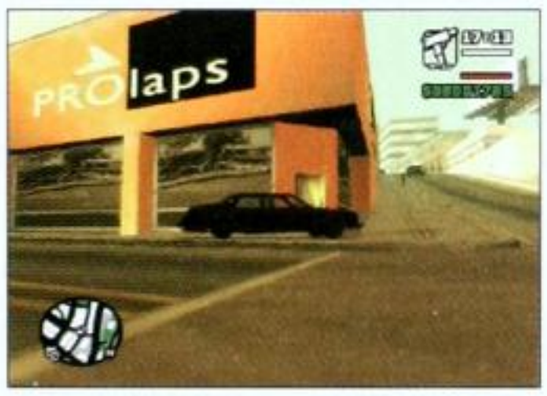

**S Start (Burger shot)** **WI ProLaps Clothes store**
**F Finish (OG Loc's house)**

## Directions

### Get Some New Threads and a Haircut

The house party starts at 8pm (20:00) and ends at 5am (5:00) at OG Loc's house, with its location indicated by the "OG" on the radar map. Before you go, pick up some new clothes and get a haircut, jack. You'll find a barbershop right across the street from the Burger Shot, so get a 'do first.

You have to go a little farther, to the Rodeo district, to find some clothes stores. Try our favorite clothier, SubUrban. Or drop into Pro-Laps, the sports clothing store.




### Head to OG's

After getting the 'do and buying new clothes, OG Loc calls and says the party is jumping, but he had a "disaster"—he can't rap because his microphone is broken. You promise to come right over, and so you should.

Follow the "OG" icon on the radar map to OG Loc's house party. When you arrive, the joint is jumping and your dogs are all there, including Ryder and your brother, Sweet.

For all your urban hipster needs, don't be left out of style, don't let your homies crack on you for wearing hand-me-downs
..come to where it's apparently at .
sub URBAN
RANCH
SEMI
WANNABE
MOUNTAIN

## the story

But suddenly, a Grove boy brings news of an impending Ballas hit on the party. Sweet organizes a welcoming committee, blocking the street with cars and rounding up as many Grove homies as possible.

### Defend Your Hood From the Attackers

Start fighting! This is a wild turf battle. The Ballas come in big numbers, and they attack in staggered waves. Identify Ballas targets by the red markers over their heads. The first wave of eight Ballas hits you head-on in the street. Use your cars for cover.

### Hit the Enemies on the Bridge Above

The second Ballas wave features just four attackers, but they fire down from a strong position high on the nearby overpass bridge. Use auto targeting or precision aiming to pick them off one by one.

### Help Sweet Defend Against the Last of the Enemies

A final wave of 12 Ballas attacks up some neighborhood alleyways. This is the wildest fight yet, with rival gangbangers coming from multiple directions. Keep moving, rushing from pocket to pocket of enemy attackers. Crouch and roll to avoid gunfire. (See the Weapons section of this guide for details.) When the battle is finally over, your boys regroup and return to the party. CJ is amazed, saying he's never seen Ballas roll with that much strength before.

### MISSION PASS (1 OF 5)

***Completing House Party gives you one of the five prerequisites needed to open the big Reuniting the Families mission later in the Los Santos Finale mission strand. Note that if Sweet dies during this mission, it ends in failure.***

new mission strand

# THE C.R.A.S.H. STRAND

**Prerequisite:**
Completion of **Madd Dogg's Rhymes** mission in OG Loc strand

**Contact Point:**
Donut Shop in the Market district of Los Santos

The C.R.A.S.H. mission strand is a quick pair of missions for the corrupt Officer Frank Tenpenny.

## C.R.A.S.H. mission 1

# Burning Desire

**Gameplay Elements Introduced:**
Setting fires with Molotovs, quelling fires with a fire extinguisher, girlfriends

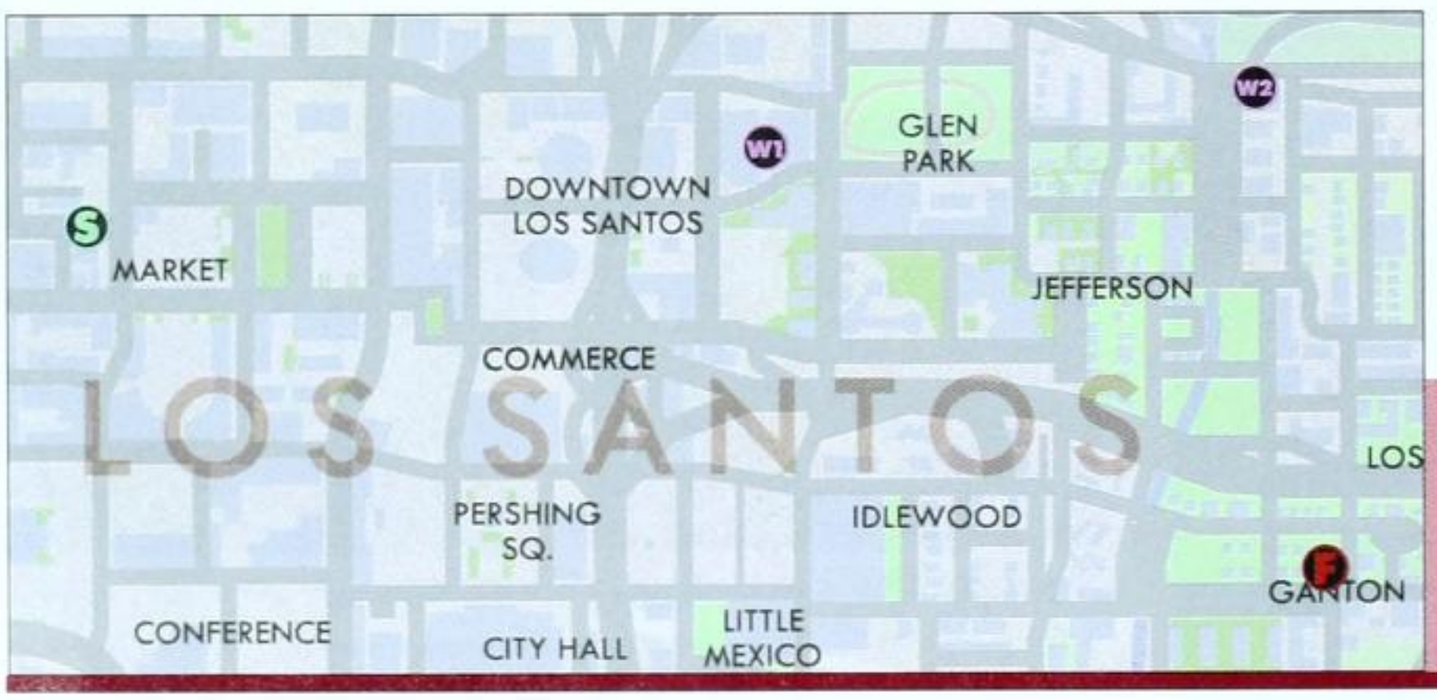
**Weapons Obtained:**
Molotovs, Fire Extinguisher

### PREREQUISITE NEEDED!

***This mission is available only after you complete the* Madd Dogg's Rhymes *mission in the OG Loc mission strand.***

## the story

***CJ finally heads to the Donut Shop to meet with his friendly, upstanding C.R.A.S.H. buddies, Officers Frank Tenpenny and Eddie Pulaski. Tenpenny makes it clear that he "owns" you and expects your full cooperation if you want to earn your freedom. He gives you an address where a Vagos thug is holed up. It's clear what the job is—ice the gangbanger for the fine officers.***



**S** Start (Donut Shop)
**W1** Molotov stash
**W2** Gang house
**F** Finish (Denise Robinson's house)

## Directions

### Get Molotovs Hidden by the C.R.A.S.H. in a Downtown Alleyway

Hop in your car and head toward the green weapon blip on the map to the east. You end up on an alley staircase amongst Downtown Los Santos high-rises. Get out of the car and run up the stairs to the green marker, which hovers over the Molotovs. Pick them up, then hop back in your car.

### Visit Gang House and Torch It

Now drive through Glen Park and Jefferson toward the yellow blip on the map in East Los Santos. When you arrive at the gang house, you get some onscreen instructions.

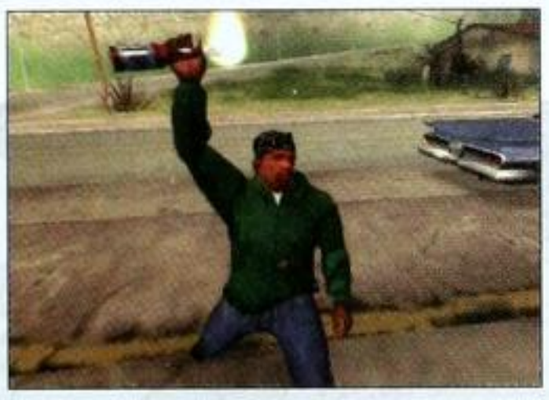
**Molotov Instructions**

Press and hold the Circle button, then release to throw a Molotov. Hold the Circle button longer to increase your throwing distance. You can just tap the button for an underhand toss.

## Toss Molotovs Into the Five Downstairs Windows

When you arrive at the apartment building, you find the area protected by several Vagos gangmembers. Run 'em over and jump out of your car before their gunfire destroys your vehicle. Gun down the survivors. There are more Vagos scattered around the apartment complex, so keep your eyes open as you begin torching the place.

The five target windows are marked by small, glowing red markers. Just wield a Molotov, line up CJ in front of each marked window, and throw. Remember, you don't want to suffer splash damage, so toss the Molotovs from a good distance. After each good throw, you get a message that says, "Burn, baby, burn. Now hit the next room."



**Extra Cocktails**

If you run out of Molotovs, two more Molotov weapon locations appear around the apartment complex. Simply follow the green blips on the radar to find them.

When enemy bangers open fire on you as you move around the house, switch to your favorite weapon and gun them down. Shoot out windows, too, as you circle the house. When the area is secure, firebomb the remaining red-marked windows. Once you've nailed all five, a cinematic plays. You see a girl trapped inside the flaming house!

## Save the Girl Upstairs

Time is tight. You can see the girl's health bar in white onscreen. Follow the yellow map blip! It leads you to the front door (marked in yellow) of the gang house. Enter the house, then run up the stairs in the back of the house. Continue along the upstairs hallway to the last doorway on the left, where a fiery passage blocks your route to the girl. CJ tells her to hold on.

## Find Fire Extinguisher in the Kitchen

Run back downstairs and veer left into the kitchen. Nab the fire extinguisher there and quickly review the onscreen instructions for its use. To swap the extinguisher with another item, press L1.

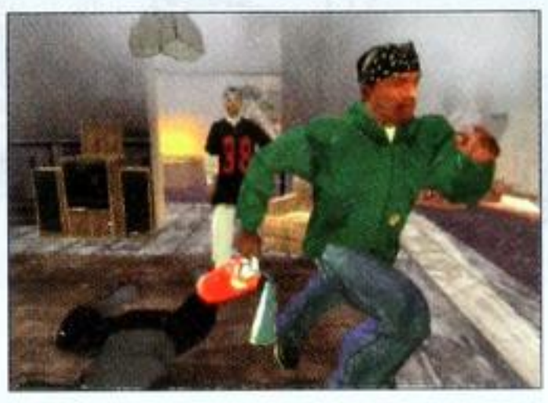
**Fire Extinguisher Instructions**

Aim at the base of the fire to put it out. Use the Analog Sticks to adjust your position and press R1 for a better view. Then press the Circle button to use the fire extinguisher.

## Take Fire Extinguisher Upstairs and Rescue the Girl

Hustle back upstairs to the flaming doorway at the end of the hall. Use the Fire Extinguisher to douse the flames in the doorway, then approach the girl. (She's indicated by a blue marker.)

The building starts to collapse. The hallway you just traveled through is blocked. Extinguish the fire in the room across the hallway, then enter the original hallway on the other side of the blockage. Douse the flames before the stairs, then head downstairs. Extinguish the kitchen fire and work your way toward the front door. Make sure the girl keeps following you, then exit the house. Whew!



Outside, the girl (Denise Robinson) thanks you and hops in the car. Turns out, she lives just off Grove Street, and she knows who you are. Follow the yellow blip across the map to Ganton and drop Denise off at her place. She suggests you give her a call sometime.

An info box lets you know that Denise now is your girlfriend and gives you some good, solid relationship advice: "Keep her happy and she'll love you." Her house now appears on your map marked by a red heart, the Girlfriend icon.

### Cell Phone Call: Sweet

The next time you exit your car, Sweet calls. He's angry because some "base-head fool" has been buying drugs from the Ballas in Glen Park and supplying them to his Grove brothers. Sweet wants you to hit the Ballas hard, take over one of their neighborhoods, and flush out your traitorous homeboy. Sweet's "**S**" icon appears on the map at that location.

### Dating Denise

This might be a good time to go on a date with Denise Robinson, the girl you saved from the burning house. She's only available at certain times of the day and her entertainment preference is random. For more information on girlfriends and dating, see the ***Odd Jobs*** section of this guide.

### MISSION STRAND RE-OPENED!

***Completing* Burning Desire *re-opens the Sweet mission strand (putting the "S" icon back on the map) and its next mission,* Doberman.**

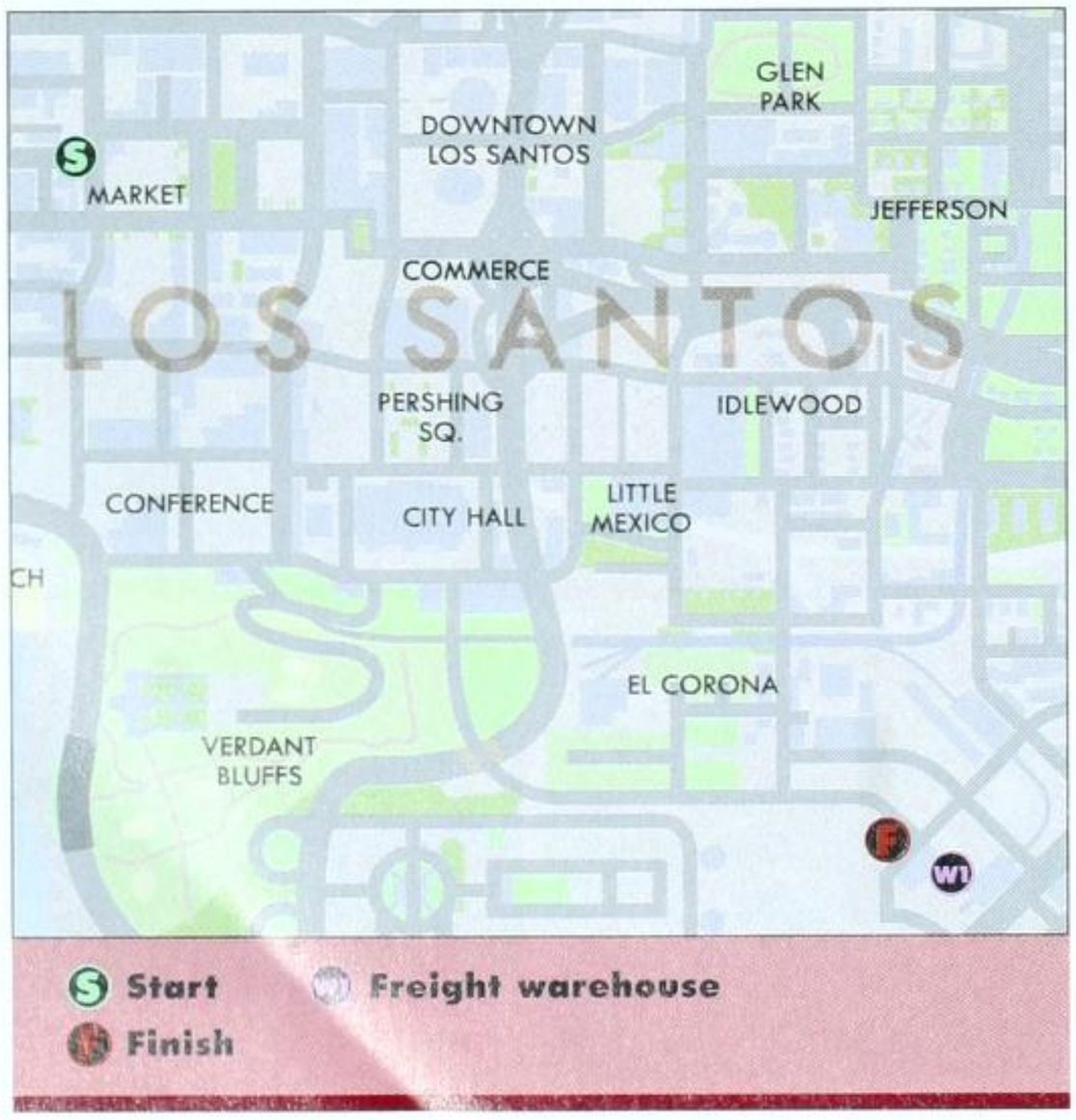
## C.R.A.S.H. mission 2

# Gray Imports

**Gameplay Elements Introduced:**
New AI used in shootout, with enemies ducking, side-stepping, rolling, etc.

## the story

***Head back to your contact point at the Donut Shop in the Market area, marked by the "C" on your radar map. CJ's officer buddies collar him outside the shop. Tenpenny explains how he likes the "status quo"—he likes an even balance of power in the ghetto, with no tribe getting too powerful. But word on the street is the Ballas are cutting a deal for some serious firepower from Russian arms dealers. Officer Tenpenny suggests you check out a freight warehouse down in the Ocean Docks area. You might not like what you see...***




### Recruit Some Homies

This is a great mission to bring along some help. Before heading to the Donut Shop, recruit as many (green clothed) homies from your territory, and drive them to the Donut Shop to pick up the mission. Refer to the first page of this guide for details on gang recruitment.

## Directions

### Visit Docks Where the Ballas and Russians are Dealing

Hop in your vehicle and follow the yellow radar blip on the long drive from Market to the Ocean Docks area. When you arrive at the red marker, you see a lot of grim looking guards outside a warehouse where you're told the Russians and Ballas are having a meeting. You also get a glimpse of a well-guarded warehouse door opened by a nearby keypad. No doubt that's the way to the meeting.

This will be a new kind of fight, as you face more agile attackers and hostile forklifts, among other things. Here's a good approach: Facing the entrance gate, turn right. Drive completely around the perimeter of the warehouse complex, taking left turns until you find a warehouse entrance on the left side of the road where railroad tracks lead into a large interior loading area.

**Big Forking Bang!**

Careful! Two of the forklifts in the yard is moving explosive barrels. You can suffer lethal damage if you shoot them when you're too close.

Hop out and run along the empty freight cars to the far door, exiting into the warehouse complex's inner yard. Hop out of the rail trench to the right and work your way toward the stacks of shipping containers. There are several stacks of shipping containers around the area and any will serve the purpose. Climb to the top of a stack and hold this position to take on all the forklifts and armed guards. This high post keeps the forklifts from ramming you with their explosive cargo and gives you a great bird's-eye view of all the exterior enemies. Mow 'em down using the AK-47 or MP5. Target the forklifts and watch them explode, taking out multiple enemies!

**Body Armor**

As you approach the warehouse door, note the Body Armor on the fire escape ladder to the right (circled here). Climb to the top of the shipping containers and run toward the balcony. Leap from the edge of the shipping container to the balcony and press the Square button to latch onto it. No matter if you land on the upper or lower balcony, you will still run into the Armor and collect it.

Approach the warehouse door. Note the keypad to the door's left. By all means, blast it with your weapon—the keypad falls off and the door slides open—but be ready for the pair of well-armed guards waiting just inside. Slay them and enter the warehouse. Watch out, though! Another guard lurks just around the corner, up on a distant catwalk.

## The Meeting is in the Office in the Back

Now start working your way carefully through the warehouse's crate stacks, crouching as you move, and side-rolling or strafing around corners. Shoot through gaps in the stacks whenever possible. Watch out for a guard on a high scaffold, and keep an eye out for goodies like Body Armor and Health. Target the various explosive barrels scattered along the route to take out multiple enemies more quickly.

Eventually, you get through the crates and see a raised walkway. There's a door on the upper level. This is the room where the Russians are meeting the Ballas. But one last squad of goons guards the area. Pick them off one by one. You can eliminate one guard easily by shooting the large pallet of crates suspended from the ceiling so it drops on him. This suspended pallet and the explosive barrels can be auto-target by pressing the R1 button when facing these objects.

## Take Out Russian Arms Dealer Inside the Office!

When the area is cleared, pick up the enemies' weapons and find the AK-47 behind the crates in the back of the room under the upper walkway. Select the AK-47 and climb the stairs to the upper level. Three more enemies meet in the room upstairs, two Ballas and one Russian arms dealer.

Take out the first gang member in the room from the stairs. Crouch and head to the left side of the door without entering the room. If you enter the room, the Russian will take off running through the back door and a long chase will ensue—he'll eventually enter a car and possibly escape. To prevent this from happening, take aim into the room from the outside edge of the doorway and defeat the remaining gang member, then shoot any part of the Russian's body you can see. Keep shooting the black-suited arms dealer until he's dead—it'll take a lot of bullets.

If you nail the Russian arms dealer in the office, the mission is complete. Take the Body Armor from inside the office, then make your way back through the warehouse and out to your car. Head back to Ganton and the Johnson House to save your game.

If you ***miss*** him in the office, however, the dealer runs out a back door. Follow him! If he stays alive, he'll run to a car and try to escape. The exterior warehouse is now well guarded with armed gunmen. If you take time to eliminate them, the Russian gets even farther away. Try to avoid the battle and just hop on the BF-400 motorcycle near the warehouse entrance and chase him down. If the arms dealer gets away, you fail the mission.

**MISSION PASS (1 OF 5)**

***Completing* Gray Imports *gives you one of the five prerequisites needed to open the big* Reuniting the Families *mission later in the Los Santos Finale mission strand.***

new mission strand

# THE SWEET STRAND (PART 2)

**Prerequisite:**
Completion of Part 1 of Sweet strand, plus the **Burning Desire** mission in the C.R.A.S.H. strand

**Contact Points:**
Ammu-Nation, Sweet's house on Grove Street

Completing the **Burning Desire** mission re-opens the Sweet strand for two last missions. Sweet's getting serious about re-establishing Grove dominance over the local area. He's ready to take the fight to the enemy.

## SWEET part 2, mission 1

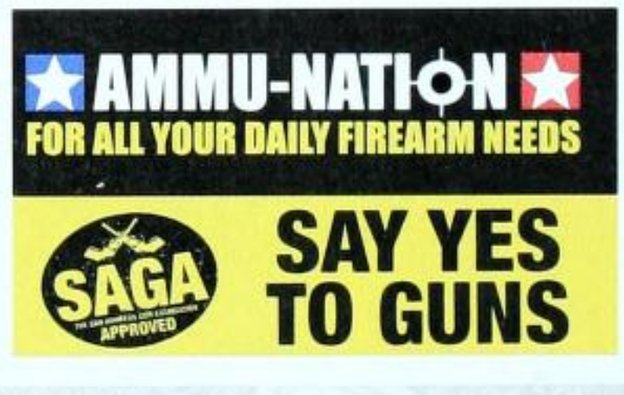
# Doberman

**Gameplay Elements Introduced:**
Gang warfare, buying weapons at Ammu-Nation

**Respect Gained:**
40

**PREREQUISITES NEEDED!**

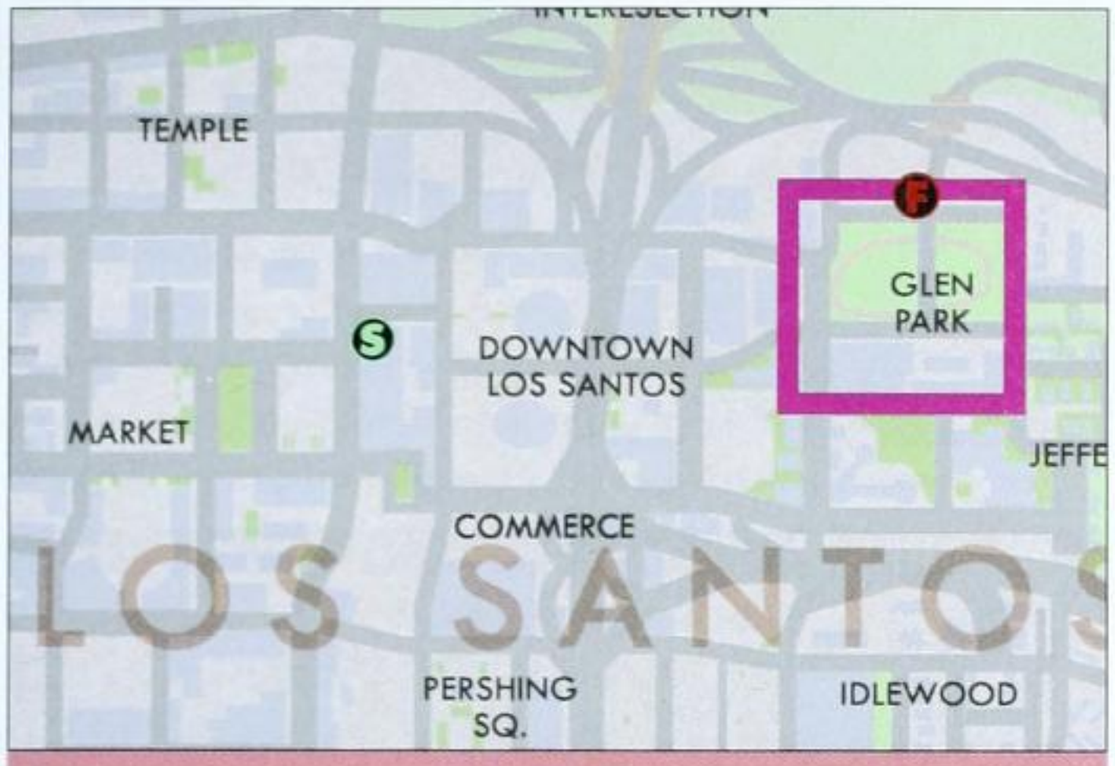
***This mission is available only after you complete all previous Sweet strand missions, as well as the* Burning Desire *mission from the C.R.A.S.H. strand.***




## the story

***Catch the mission name? That's right—you the dog, baby. A cell phone call from Sweet after you complete* Burning Desire *triggers this mission. The "S" icon representing the Sweet mission appears at the local Ammu-Nation. Your job here is to single-handedly wipe out all Ballas in the designated Glen Park neighborhood, and gun down the Grove Street homey chilling there, too.***

***This mission introduces the element of gang warfare to San Andreas. After you complete* Doberman*, neighborhoods you control (green areas on the map) begin to suffer random incursions from rival gangs. You can launch your own raids into enemy territory, as well, seeking to acquire turf, gain respect and followers, and expand Grove Family influence. For more information on taking over territories, refer to the Odd Jobs chapter in this guide.***




**S Start (Ammu-Nation)** **Ballas territory**
**F Finish (Bad homie)**

## Directions

### Drop in Ammu-Nation

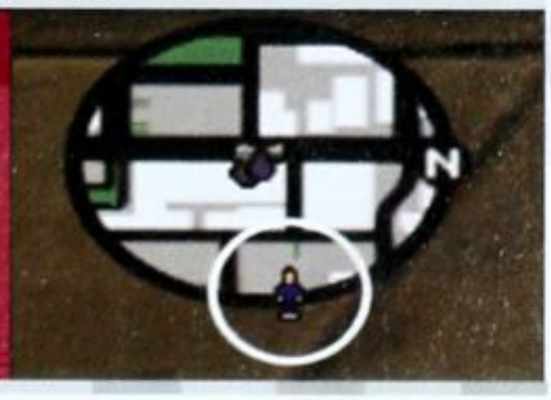
Follow Sweet's "S" icon on the radar to find the Ammu-Nation weapons store in the commercial Market area of west-central Los Santos. Enter and beef up your arsenal a bit if necessary. If you don't have some sort of handheld automatic weapon, like the Micro-SMG or Tec-9, we recommend you pick one up now for the ability to perform Drive-bys. A Shotgun is a nice weapon in a close-range turf war, too.

### Eliminate Enemy Ballas in Glen Park to Claim the Turf

Hop in your vehicle and follow the Families icon (a little man) on the radar map. As you approach Glen Park, you get notification that Ballas territory is marked in purple on the radar. Most of the designated area is a grassy park studded with palm trees surrounding a pond. Ride into the purple area and start hunting down Ballas.

**Territory Icon**

The Families icon on the radar marks the territory to attack. The' icon remains on the radar until you clear the area to gain ownership.

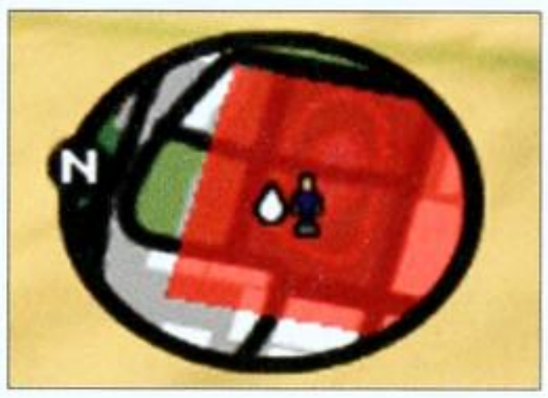


**Ballas, Come Out and Play!**

Performing Drive-bys or running over rival gang members will not provoke a gang war; you must exit the vehicle and take them out while on foot.

### Wipe Out All Three Ballas Waves

Run around the park, picking off every purple-clad Ballas gangster in sight to provoke a gang war. (Once three or four gang members are killed, the purple area glows an angry red, a text message appears onscreen, and the war starts.) The Ballas gang members start appearing as purple blips on the radar, and they come at you in three waves. Keep moving and rolling, and look for Health and Body Armor power-ups that appear scattered in streets and alleys throughout the area during territorial wars.




**Choosing Battleground**

Try to find a fortified area, one that makes it hard for the Ballas to surround you. Backyards make excellent battlegrounds. The enemy funnels up the driveway, which makes them easier to pick off. Backyard fences can be used to duck behind for cover, and remain excellent cover when you stand up and shoot at the enemy.

**Watch for Cops!**

Police officers patrol the park, sometimes mingling with the Ballas. If you gun down a cop, you are given a single wanted star. Look for the Police Bribe tucked in the tunnel walkway below the bridge.

Once you survive the third wave of attacks, the territory belongs to the Grove Street families and turns green on the radar. You can find green-clad homies in this area now. The game warns you that your territory will come under constant attack, so be ready to defend it. For details on this, see ***Gang Warfare*** in our ***Odd Jobs*** chapter.

### You Found the Grass, Now Kill Him!

Your victory exposes the bad homey, and you see him rush out of a house just north of the park. Note that he's wearing black. Follow the red radar blip to track him. Some of his boys run right at you and open fire. Waste them, then scoop up any items dropped by fallen foes and hop in a vehicle.

Sweet's "S" icon reappears on your map after you pass the mission, marking the location of his house on Grove Street. Follow the "S" back to the hood. When you arrive, be sure to pick up the money you earned by taking over turf. A "$" icon now appears in front of The Johnson Family's garage. The more territory you take over, the more money that is generated daily.

**Watch the Hood!**

Rival gangs will start encroaching on Grove turf now, so keep an eye out for attack warnings and flashing red areas on the radar.

**SWEET part 2, mission 2**

# Los Sepulcros

**Gameplay Elements Introduced:**
Picking up fellow gang members for mission help

**Respect Gained:**
10

**THE STAT WALL: PREREQUISITE NEEDED!**

***A "Stat Wall" stands between the last mission, Doberman, and this mission. That's because Los Sepulcros is available only if you've achieved enough Respect to fill up at least 10 percent of your Respect gauge. (Check your Player Stats.)***

***If you're not quite there yet, try passing any other missions available in alternative strands first, then invade another gang's turf. Gaining territory gives CJ a good boost of Respect. You can also gain Respect by tagging, and by killing rival gang members (a by-product of invading enemy territories).***

## the story

***This is a daytime-only mission, triggered between 9:00 and 17:00 at Sweet's house. Sweet has heard from Officer Tenpenny that all the Ballas OGs will be at a funeral for one of their boys you gunned down in Drive-By. Big brother wants to hit them all at once, getting revenge for the Ballas hit at their Mom's burial.***

## Directions

### Get Nearby Gang Members to Join You

You should have plenty of Respect now—enough to gather at least two green-clad gang members. Blue markers indicate available gang members. Target each gang member with the R1 button, then press the Up directional button to recruit him. Recruit two for a full car for Drive-by purposes.

**Four Minutes to Los Sepulcros**

A timer starts counting down from four minutes the moment you re-enter the car after recruiting your gang members for the job. You now have four minutes to drive to the red marker by the back wall of Los Sepulcros Cemetery. For details on recruiting a gang, refer to the first page of this guide.

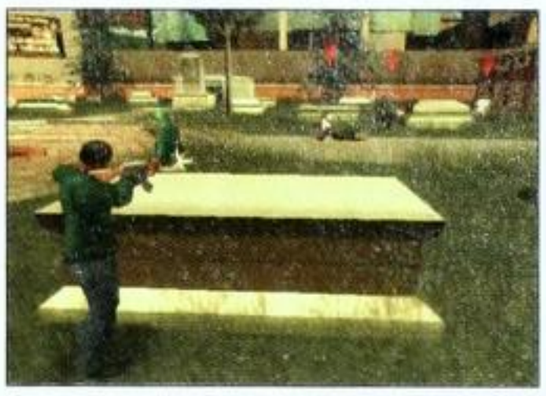
### Get in the Car with Your Gang and Go to the Ballas Funeral

Hop in the car; the two homies will join you. Follow the yellow radar blip to Los Sepulcros Cemetery. It's a long haul all the way through Idlewood, Commerce, and Market, so drive fast. On the way, Sweet lays out his plan. He wants to go around back of the cemetery and sneak in over the wall. CJ mentions that Kane, a Ballas leader, will be there. Sweet says Kane will bug out at any hint of trouble, so the plan is to enter the cemetery quietly.

### Drive to the Back of the Cemetery Before Ballas OG Kane Arrives

When you find the red marker at the cemetery fence, climb over and approach Sweet. He tells you to take up positions and wait for Kane. When Kane arrives, he's wearing Body Armor.

### Kill Kane! Don't Let Him Escape!

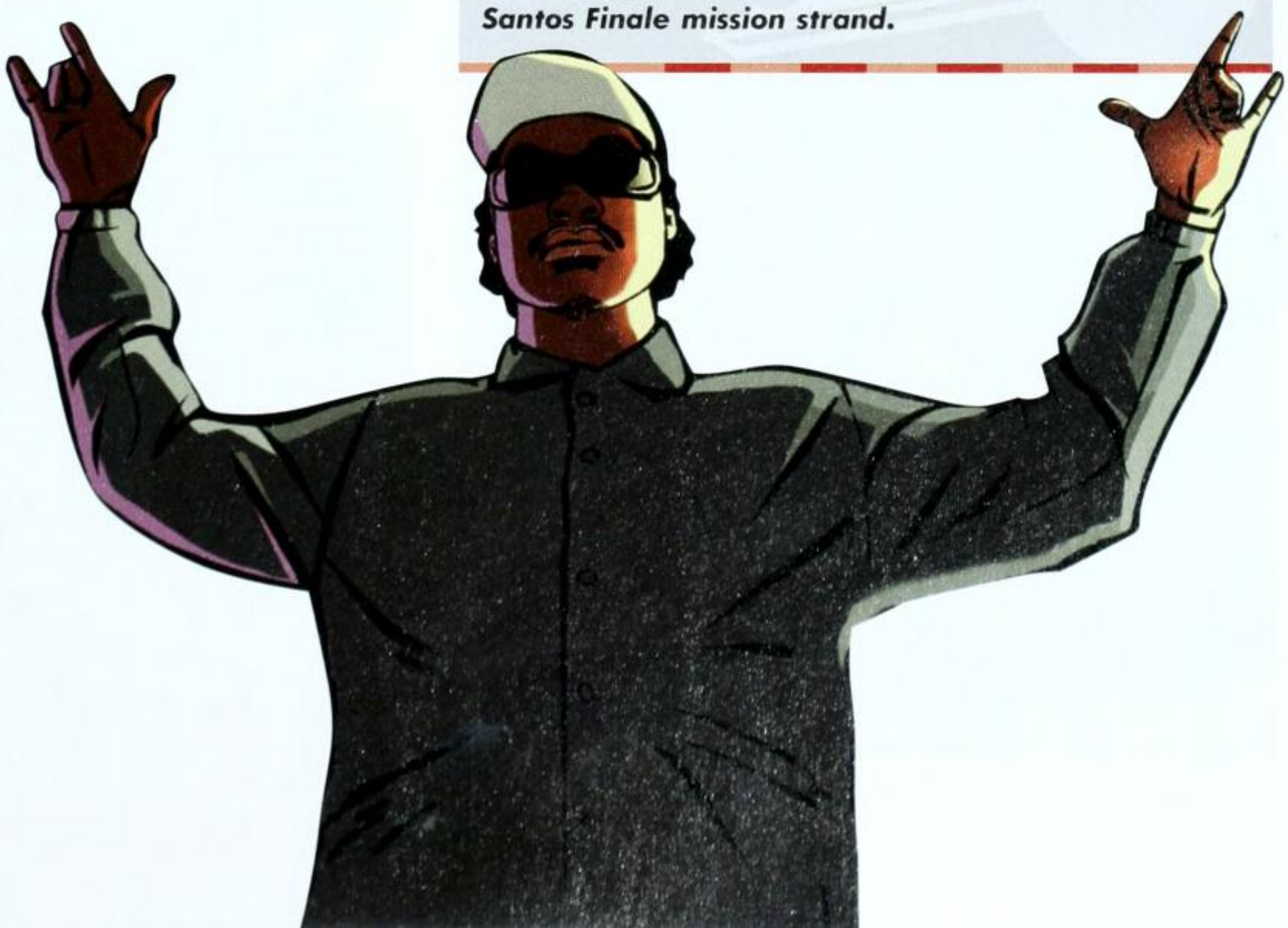


Sweet heads straight for Kane, but the other Grove boys will follow you if you press the Up directional button. Lead them across the cemetery toward the gunfire and start icing Ballas. Fight your way toward the sedan that Kane arrived in. Kane is the red blip on radar, and he has a red marker over him. Nail him! The armor makes him tough to bring down, so use tombs for cover.

When Kane finally goes down, Sweet leaves to acquire a getaway car and orders you to take out the rest of the Ballas. Once you clear the area, hop in the nearby car with the blue marker overhead where Sweet sits waiting. Then follow the yellow radar blip to drive your brother safely back toward the hood. Note that you have a two-star Wanted Level now, so duck into the Pay 'n' Spray just a couple of blocks east of the cemetery to get the heat off your back.

**MISSION PASS (1 OF 5)**

***Completing* Los Sepulcros *gives you one of the five prerequisites needed to open the big* Reuniting the Families *mission later in the Los Santos Finale mission strand.***



new mission strand

# THE LOS SANTOS FINALE STRAND

**Prerequisites:**
Completion of **Gray Imports**, **Los Sepulcros**, **Robbing Uncle Sam**, **Just Business**, and **House Party** missions

**Total Respect Gained Throughout Strand:**
15

The Grove Families have been feuding long enough. Sweet Johnson wants the bad blood to end and unity to prevail amongst the brothers, but it won't be easy. Nothing is easy when there's a rat in the hood...

## LOS SANTOS FINALE mission 1

# Reuniting the Families

**Accomplice:**
Sweet

**Respect Gained:**
15

**PREREQUISITE NEEDED!**

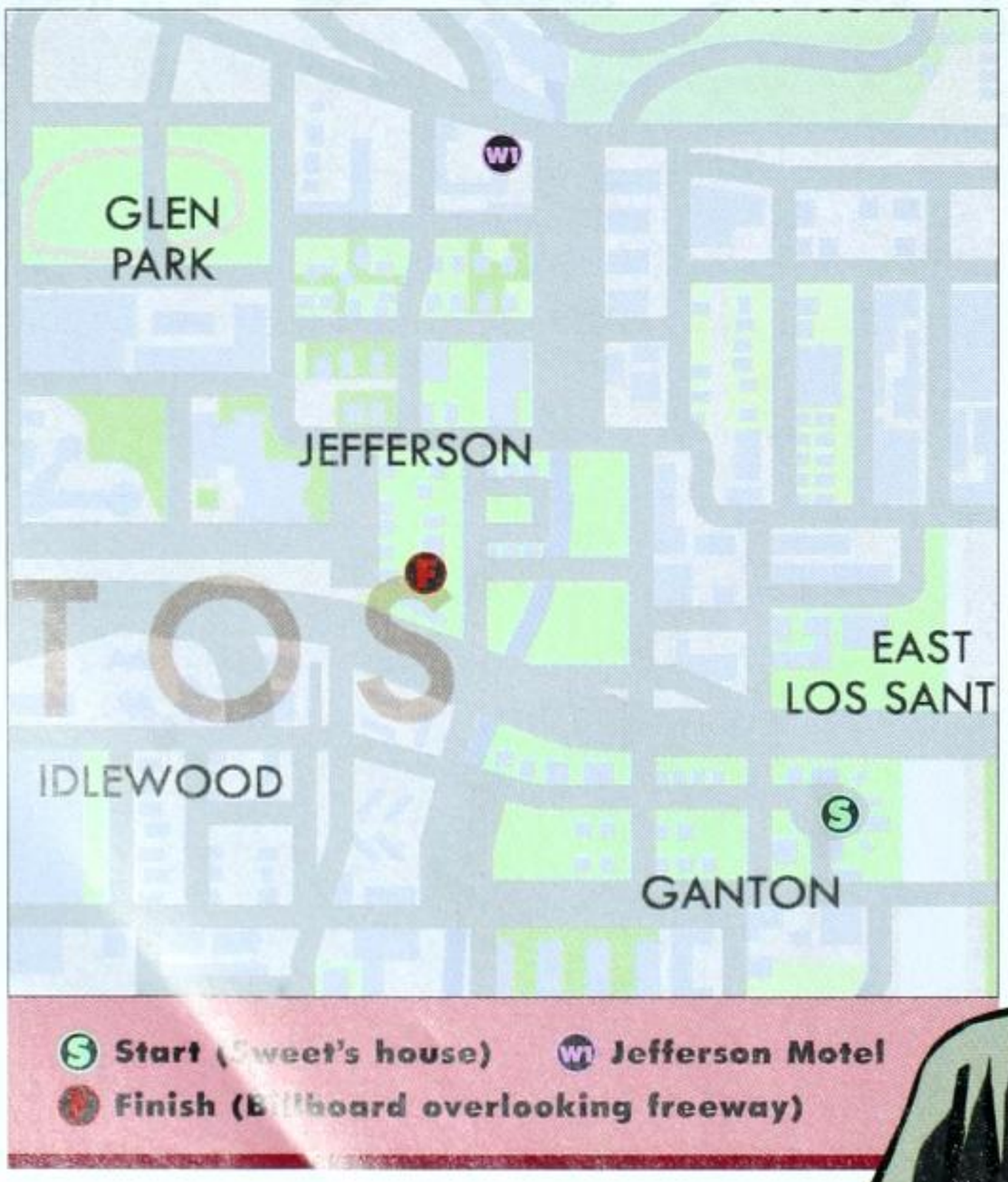
***This mission is available only after you complete the final mission in each of the following mission strands: Sweet, Ryder, Big Smoke, Cesar, and OG Loc. That means you must complete Gray Imports, Los Sepulcros, Robbing Uncle Sam, Just Business, and House Party before you can try to reunite the families.***

**The "S" Icon**

When you finish the Sweet mission strand by completing Los Sepulcros, the "**S**" icon disappears from the maps if you haven't passed all four of the other strand-ending missions (**Gray Imports**, **Robbing Uncle Sam**, **Just Business**, and **House Party**). Once you pass all of those missions, the "**S**" icon returns to the map and becomes your contact point for the Los Santos Finale strand.

## the story

***Follow the "S" icon on the radar map to get to Sweet's house, where CJ finds Sweet, Big Smoke, and Ryder talking about cleaning up the hood. Sweet says: "The Ballas been pumping our guys full of base for too long, while we argue amongst ourselves." He's set up a meeting with all of the other Family leaders at the Jefferson Motel.***



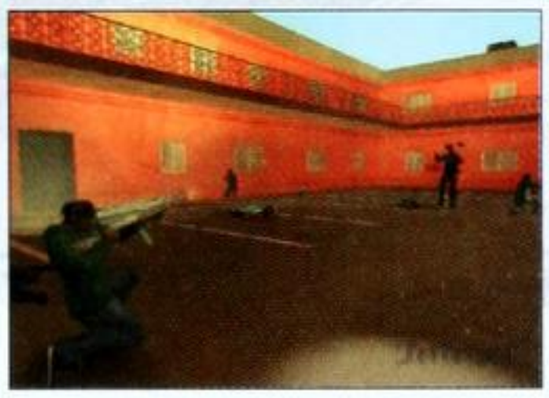
## Directions

### Drive Crew to the Motel

Sweet, Smoke, and Ryder hop in a car—and you know who they want to drive. Get behind the wheel and head north to the motel, following the yellow blip on the radar map. On the way, Sweet orders everyone (and especially Ryder) to stay cool during the meeting. When you arrive, Sweet says it's strictly one rep per family, so he's going in alone. You, Smoke, and Ryder wait in the car.

Tension is high as soldiers from the other Families mill about the motel. Suddenly, police helicopters swoop in and drop SWAT teams in the lot while other police units come crashing down on the scene from all directions, cordoning off the area. Chaos ensues, with gang members firing at the cops and each other. CJ refuses to leave Sweet behind, so Big Smoke gets behind the wheel and drives away.

### Get Sweet Safely Out of the Motel



Fire at cops in the immediate area of the parking lot if you want, but a better tactic might be to simply sprint for the nearby door (indicated by the yellow marker) on the lower level of the motel.

Inside, the war continues. If you're low on health, you can purchase drinks at the vending machine in the lobby for a quick boost. Then climb the stairs and proceed down the upper hallway, gunning down SWAT members as you go. When you reach the central atrium, more SWAT troops will descend from the helicopter through the skylight! Before heading down the next hallway, find the Body Armor up the stairs in this first area.

**The Lady's Got Protection!**

Did you see that lady run across the first hallway into the room on the left? Follow her into the room and CJ will take a short time-out to smooch with the scantily clad woman. After the two lip lock, CJ receives full Health!

**Nab a M4**

If you don't already have a good Assault Rifle, like the M4, be sure to pick one off fallen SWAT team members along the route. This fight will go much better with that weapon.

Sweet's location is marked by the blue blip on your radar. Fight your way down the next hallway, marked "Rooms 5-8." Take out the SWAT guys on and around the stairs in the next atrium, then continue around the next corner and down the hallway, marked "Rooms 9-12." Watch out for SWAT cops hanging down from ceiling ducts and rolling out of rooms into the hallway. Craziness!

Find Sweet (with a blue marker over his head) in the second room on the right side of the hall. The two of you try an escape via the roof, but another police helicopter hovers overhead.

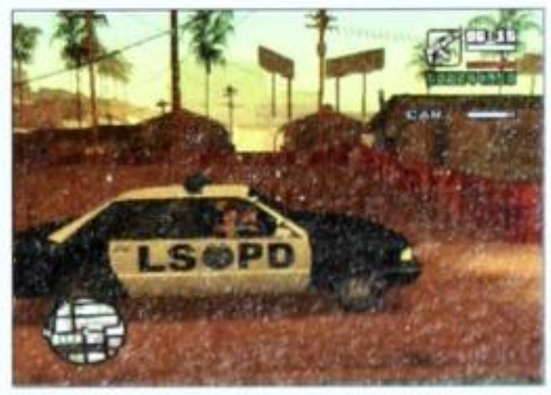
### Protect Sweet and Destroy the SWAT Helicopter

The helicopter finds Sweet in its searchlight, and Sweet's health bar appears onscreen. Open fire on the copter, using the rooftop air conditioner units for cover. You must destroy the threat from above before the four SWAT sharpshooters aboard can kill Sweet. Pick off the sharpshooters first, then pour your fire into the bird until it explodes.

### Follow Sweet

Run after Sweet, down the stairs and into the street. Smoke and Ryder pull up in the car; you and Sweet automatically jump in. Off you go!

### Pick Off Your LSPD Pursuers




Someone hands you an AK-47 for this final chase and your perspective shifts to first person. Police helicopters, cruisers, and motorcycles are soon in hot pursuit. Big Smoke drives, leaving you free to pick off pursuers in this classic "rail-shooter" sequence. Rotate your view with the Left or Right Analog Stick and press L1 to fire.

Cars pull up on either side of you from time to time. Swivel and shoot! The first segment is cruisers only, but then motorcycles join the chase. Some cycle cops actually jump onto your car! Pick them off quickly, or they'll do damage to the overall Car Health, now measured by an onscreen bar.

**Sweet Advice**

Listen to Sweet for clues on to where you should focus your attention from moment to moment. If he says, "Eyes front, CJ!" you'd better swivel around to face the direction you're traveling.

The ride is wild, but stay calm and try to relax as you shoot. Smoke drives through a car wash at one point to try to shake the heat. Then your AK-47 jams as Smoke smashes through a roadblock and a helicopter drops in to attack, cleaning the remains of the roadblock crew off your hood. Finally, the brakes give out and you enjoy a flying, flaming finale. That Sprunk billboard is just ruined, isn't it?

**MISSION PASS (1 OF 2)**

*Completing **Reuniting the Families** gives you one of the two prerequisites needed to open the **Green Sabre** mission later in the Los Santos Finale mission strand.*

**LOS SANTOS FINALE mission 2**

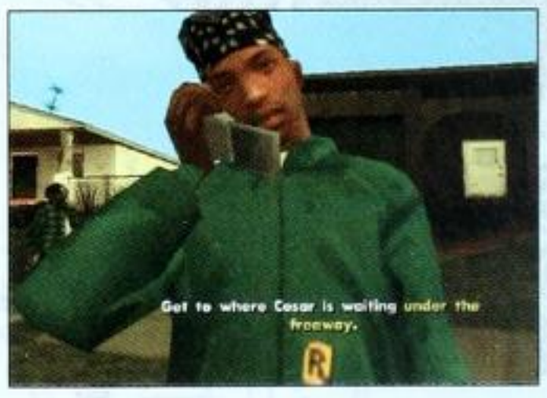
# Green Sabre

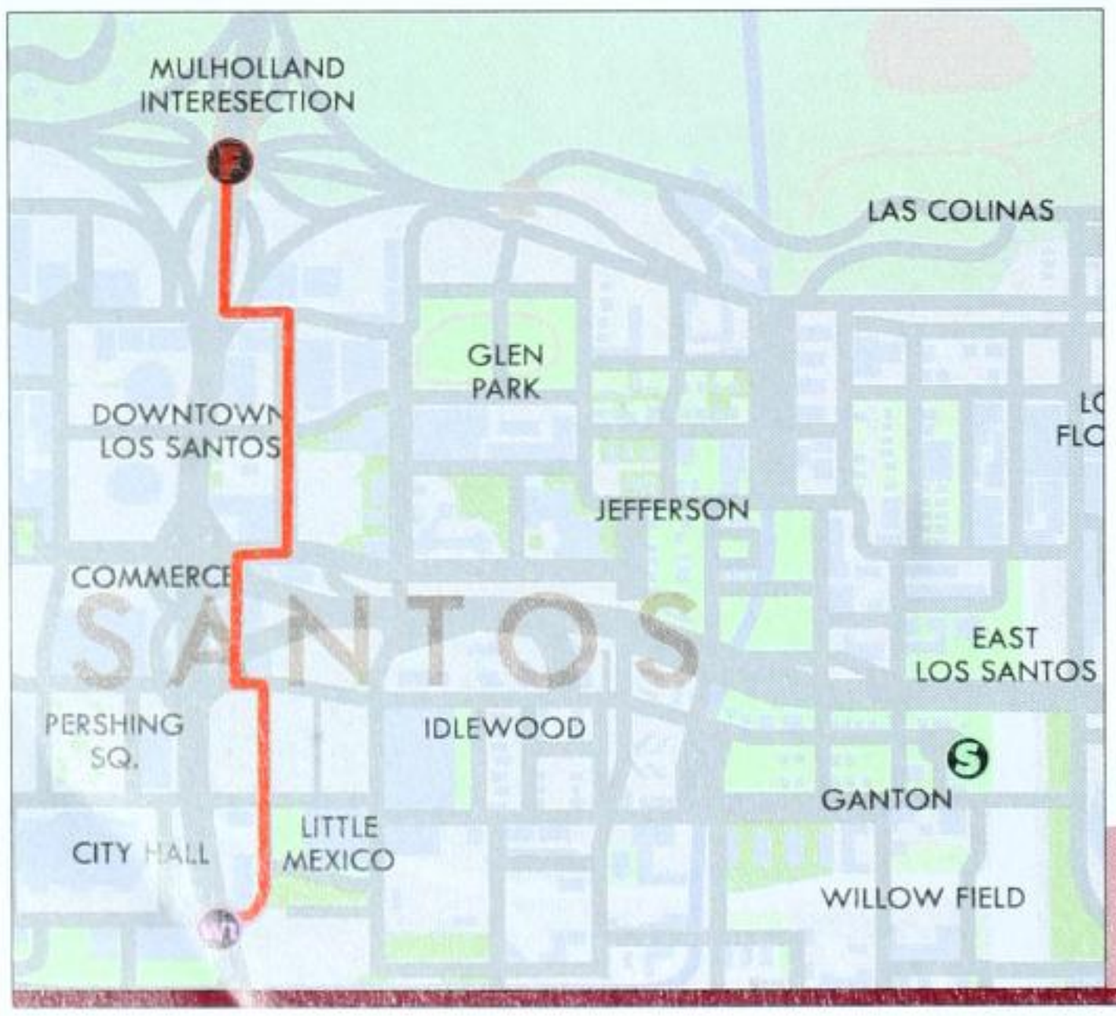
**Respect Gained:**
15

the story

*Follow the "S" on the radar map back to Sweet's crib. Sweet gives an emotional speech, calling on the boys to "show the Ballas what bangin' is all about." Grove Street is king! He then sends everyone out for weapons and calls for a rendezvous downtown under the Mulholland Intersection.*

*But the moment CJ steps outside, he gets a phone call from Cesar Vialpando. Cesar wants CJ to come and see something—a sight he insists is very important. He says, "You won't believe it, I swear."*




**Directions**

**Meet Cesar Under the Freeway**

Follow the yellow radar blip southeast to meet Cesar in Verdant Bluffs. Pull into the red marker when you arrive, then walk over to Cesar's car (blue marker overhead) just down the alley, parked not far from City Hall. Get in the car to trigger a scene.

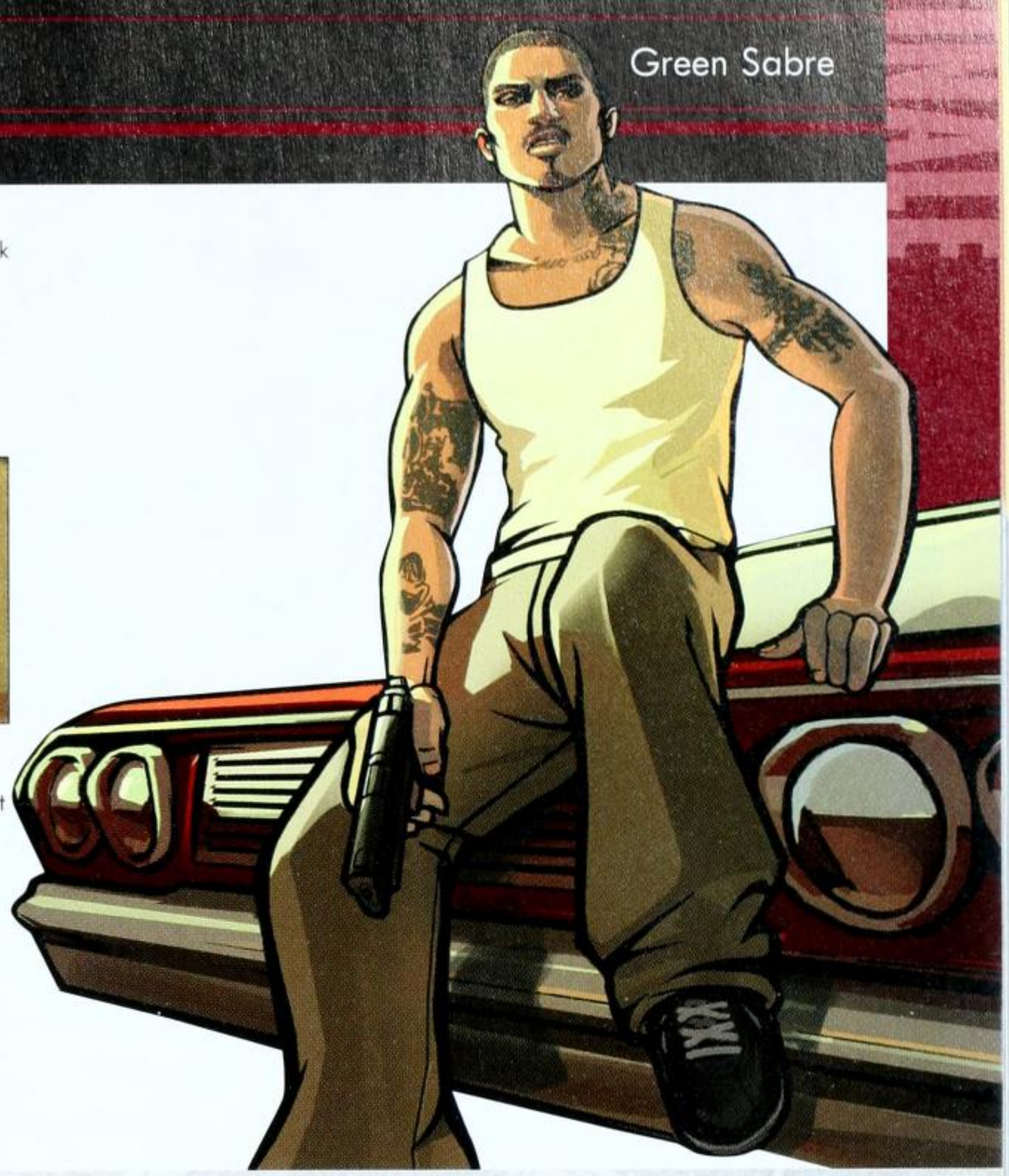
**Start (Sweet's house)**
**Finish (Ballas ambush)**
**Meet Cesar**

Cesar points out a very disturbing sight. First, a couple of Ballas OGs slink out of a nearby doorway, then Big Smoke and Ryder follow! They push open a garage door to reveal Officer Tenpenny and a Green Sabre—yes, that Green Sabre, the very vehicle used in the drive-by that gunned down CJ's mother.

It's clear that Big Smoke, Ryder, Tenpenny, and the Ballas gang have some kind of mutual deal, and it doesn't look good. Clearly, Smoke has sold out his Grove brothers. Then it suddenly becomes clear to CJ that his brother, Sweet, and the homies are walking into a trap.

### Get to the Ambush Before Sweet is Killed

Drive like mad to the Mulholland Intersection by following the yellow blip on radar. Sweet's health bar appears onscreen, and it starts to dwindle as you travel. You don't have much time, so cut loose and use all the driving skills you've acquired thus far. On the way, CJ tries to call Sweet, but gets the voice-mail message instead.



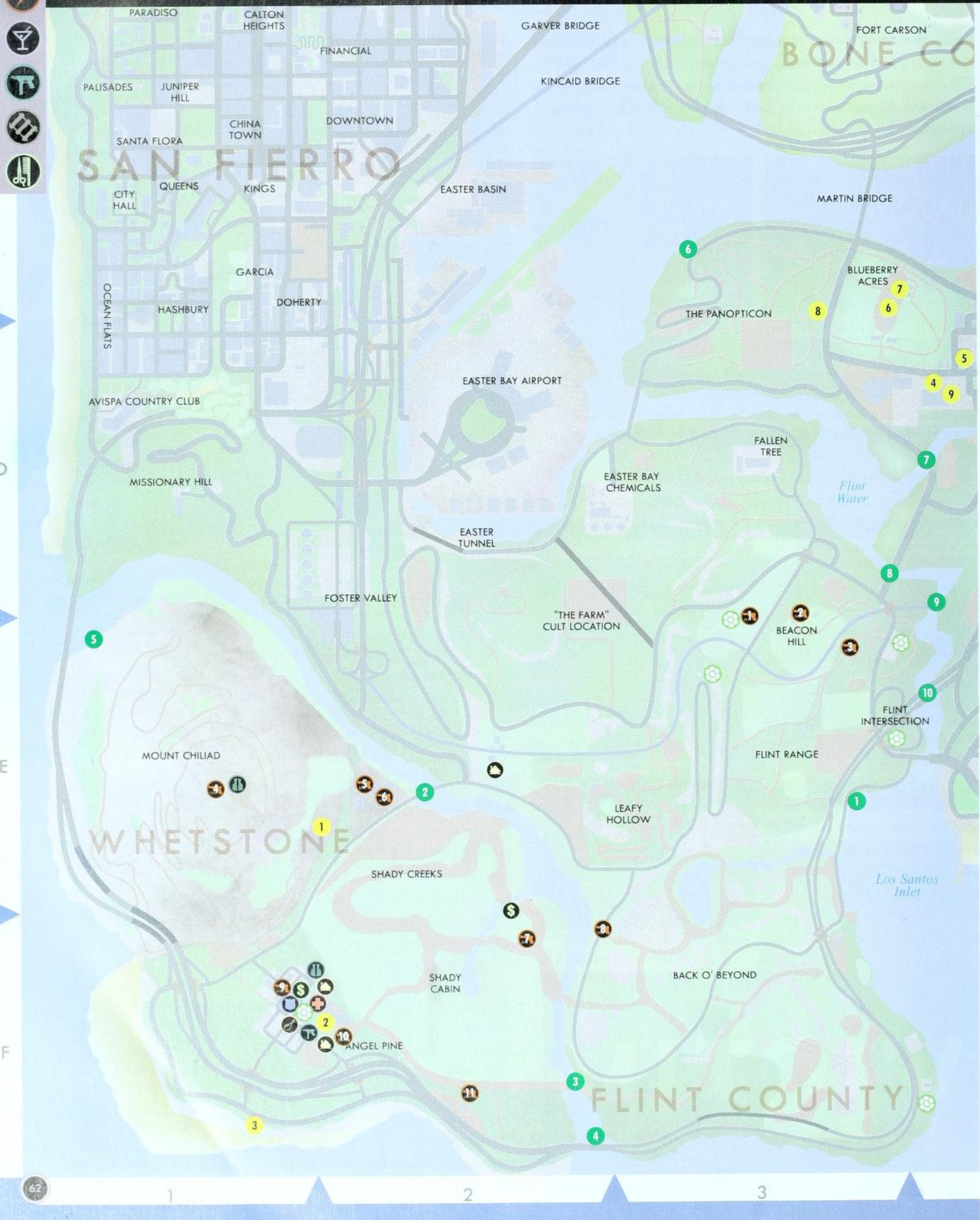
When you finally reach the meeting spot, you see the ambush in progress. Whip right into the red marker to trigger a quick scene in which Sweet takes a hit and drops. CJ explains Smoke's betrayal to Sweet, who tells him to run before the cops arrive. But CJ ain't a buster no more!

### Hold Off the Ballas Until the Cops Arrive

You need to keep the Ballas at bay until the police arrive. Defend your position from the waves of attackers, including some carloads that arrive in a drive-by attack. Use your circle of cars as cover from the hail of bullets. Shoot Ballas and their vehicles, too. Exploding cars can take out multiple attackers.

The police finally arrive, triggering a scene with your good friends, Officers Tenpenny and Pulaski. CJ awakens with a hood over his head, which Tenpenny pulls off. The good news: Tenpenny tells you that Sweet is alive in a prison hospital. The bad news: Tenpenny has a little job for you.

# BADLANDS • Intro



# chapter 2 Badlands

***Welcome to the bucolic countryside! Officer Pulaski informs CJ that Big Smoke "does exactly what he's told." Tenpenny warns him to stay away from Smoke, or Sweet will suffer a rough time in prison. As for their little job, it seems an ex-police officer has turned State's evidence that threatens to bring down Tenpenny's gig. The ex-cop is hiding in the witness protection program, ready to be debriefed by Internal Affairs investigators in a lodge up on Mount Chiliad. CJ's job: Take out the snitch.***

***However, Tenpenny also wants proof—a photograph of the corpse. Pulaski gives CJ a camera, then the cops drive away, leaving CJ stranded in Angel Pine, a trailer park community in the Whetstone County countryside west of Los Santos. Some call this country The Badlands. Maybe there's a good reason why.***

## RESTAURANTS

Cluckin' Bell ..... Angel Pine ..... F1

## POINTS OF INTEREST

- Ammu-Nation — Angel Pine • F1
- Hospital — Angel Pine • F1
- Police Station — Angel Pine • F1
- Safehouses

# Security Services

## WEAPONS

1. **Flamethrower** • Beacon Hill. • E3
2. **Cane** • Beacon Hill. • E3
3. **Cane** • Beacon Hill. • E3
4. **Parachute** • Whetstone/Chiliad • Top of Mount Chiliad. • E1
5. **Desert Eagle** • Whetstone/Chiliad • Scrap yard warehouse. • E2
6. **Shovel** • Whetstone/Chiliad • Scrap yard, beside a mound of scrap. • E2
7. **Flamethrower** • Shady Creeks • In a copse of trees. • F2
8. **Countryside Rifle** • Back O' Beyond • On top of mound in middle of nowhere. • F2
9. **Golf Club** • Angel Pine • Angel Pine residential garage. • F1
10. **Micro-SMG** • Angel Pine • Trailer park behind trailer. • F2
11. **Fire Extinguisher** • Whetstone/Chiliad • Outside Whetstone Xoomer station. • F2

## POLICE BRIBES

- **Shady Creeks** • Over the forded river. • E2
- **Angel Pine** • In alleyway. • F1

## BODY ARMOR

- **Mount Chiliad** • Top of the peak. • E1
- **Angel Pine** • Behind restaurant wall. • F1

# Unique Attractions

## UNIQUE STUNT JUMPS

1. **Chiliad** • Jump off this wooden ramp at a decent speed. This ramp is used in Cobra Run in the Chiliad Challenge (race 3). • E1
2. **Angel Pine** • Jump northwest on this ramp out of the trailer park and land on the orange tiled roof over the road. • F1
3. **Whetstone** • Jump east off this sand dune. • F1
4. **Blueberry** • Run up the smashed pallet ramp at FleischBerg, then jump over the truck trailers. Must land safely on the other side. • D4
5. **Blueberry** • Drive east up the wooden set of stairs behind the building with the Sprunk billboard. Must clear the building that you're jumping over. • D4
6. **Blueberry** • Race through the previous barn and jump north/northeast over the barn. • C3
7. **Blueberry** • Race through this barn heading north/northeast. It's best in a car, because the landing usually involves a crash through a wooden fence. • C3
8. **The Panopticon** • Make the short jump over this narrow ravine. • C3
9. **Blueberry** • Jump northwest over trailers from pallet ramp. Clear truck and land on other side. • D4

## OYSTERS

1. **Flint County** • Where the beach meets the cliffs, just North of Los Santos Inlet. • E3
2. **Whetstone** • Under a large bridge, to the East of Mount Chiliad. • E2
3. **Flint County** • Under this rickety wooden bridge, situated to the East of Angel Pine. • F2
4. **Flint County** • Under bridge beside open sea, situated to the East of Angel Pine. • F2
5. **Mount Chiliad** • Under bridge leading from Mount Chiliad to San Fierro. • E1
6. **The Panopticon** • Just off the beach in the north west corner of the Panopticon. • C3
7. **Red County** • Under the bridge to the South of Blueberry. • D4
8. **Flint Water** • Under this bridge, that spans the southern river of Flint Water. • D3
9. **Richman** • Under this rail bridge, to the West of Los Santos. • D4
10. **Richman** • Between the motorway bridges, just West of Los Santos leading to Flint County. • E4

## FLOWERS (5 of 40)

- Flint County • F4
- Flint Intersection • E3
- Beacon Hill • E3
- Beacon Hill • E3
- Flint Intersection • E3

BADLANDS mission 1

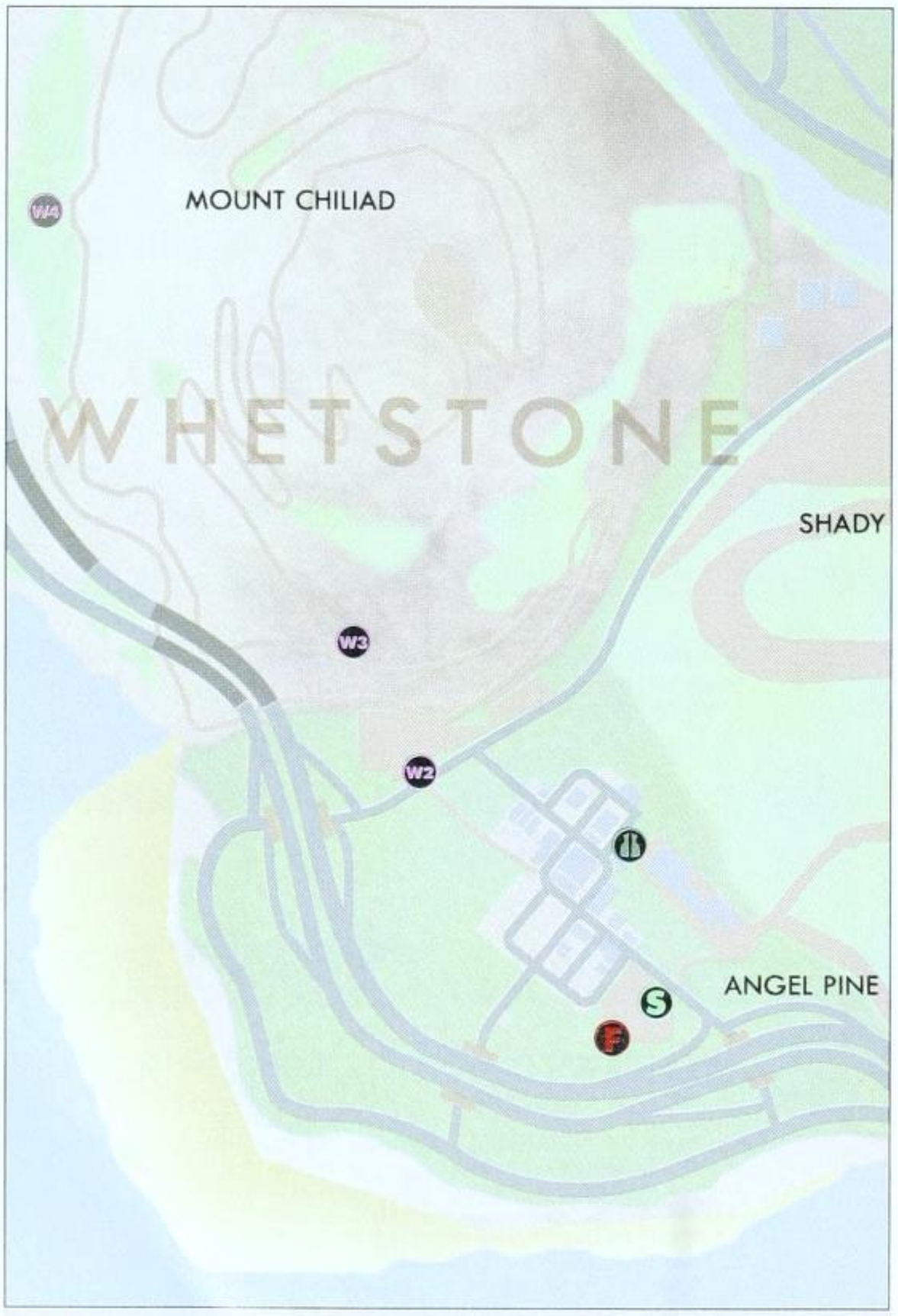
# Badlands

**Item Introduced:**
Camera

**Respect Gained:**
15

the story

***So here you are, stranded by Tenpenny in the middle of west redneck hell—and worse yet, you're forced to do a dirty job for him. You start off facing the lovely trailer homes of Angel Pine, a small Whetstone County community. Note the "C" icon on your map. This is your first contact point. Cross the road and follow the "C" icon into a trailer park, where you find both a red marker and a save-game disk. Walk into the disk to save your game, then step into the red marker to trigger the mission.***




- **Start (Trailer park)**
- **Body Armor**
- **Mountain road marker**
- **Road fork (go left)**
- **Cabin**
- **Finish (Trailer porch)**

## Directions

### Kill Witness and Bring Back Proof

A yellow blip now appears on your radar map. That's where the witness is holed up. Before you begin the hunt, take a moment to review the instructions for camera use. Snap a few photos for practice, if you want.

### Camera Controls

When using the camera, press L2 to zoom in or R2 to zoom out. Press the Circle or L1 buttons to snap a photo.

### Get a Mini

Your cop pals stripped you of all your weapons, but don't fret—you can find a Tec-9 floating behind the easternmost home in the trailer park. You'll need this weapon to shoot from your vehicle.

You can also find some free Body Armor in the alley beside the local restaurant. Visit the local Ammu-Nation for your weapons-shopping convenience.

Use the Sanchez dirt bike parked up against the trailer next to the save disc, then follow the yellow radar blip. It takes you down a highway to another red marker at the entrance to a mountain road that winds up Mount Chiliad.

### Ascend the Mountain to Find That Snitch!

Head uphill and veer right to follow the mountain road. The road makes a switchback around one precarious hairpin curve, and then comes to a fork. The left fork is clear, but the path to the right is barricaded. Guess which fork leads to a well-visited cabin? Yes, veer left. (The right fork just switchbacks all the way up Mount Chiliad.)

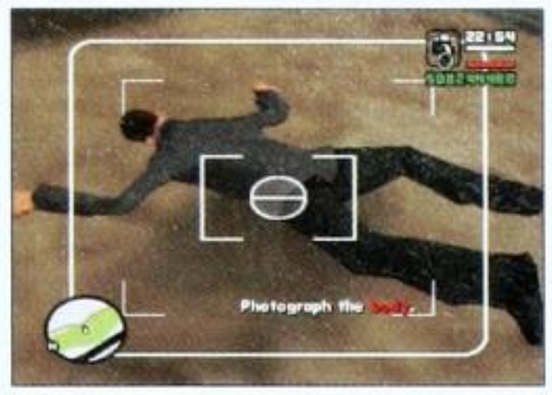
Follow the road all the way to the cabin. As you approach, the scene cuts to a quick view of FBI guards pacing. Drive toward the cabin to attract their attention. The moment they engage you, the snitch hops into a car and makes a run for it! Immediately turn and give chase. You don't have to kill the FBI guards to trigger the snitch's run or to chase him down. In fact, killing feds raises your wanted level and brings a police reprisal, so avoid that. Why make things harder than they have to be?

### Surprise the Snitch

Go around the back of the cabin and kill the snitch before he gets in the car!

### Chase and Kill the Snitch, Photograph the Evidence!

Follow the snitch down the hill. Perform a Drive-by to stop the escaping vehicle. Sometimes he loses it on the rough terrain and wipes out without your assistance. Rub him out, then equip the camera and snap a photo of the corpse.




### Take Camera to the Drop

Get back on your vehicle and ride back down the mountain to Angel Pine. Follow the new yellow radar blip to the drop location at the same trailer home where you started the mission. Walk into the red marker on the porch to drop off the camera.

### Cell Phone Call: Cesar

Shortly after you drop off the camera, you get a cell phone call from Cesar Vialpando. He's checking up on you and says Kendl, your sister, is worried. You explain how you're stuck out in Whetstone. Cesar says he's got some backup coming out to protect you; he wants you to meet at the diner in Dillimore, over in Red County. When you hang up, a question mark icon appears on your radar map. Grab a vehicle and follow the "?" on the long haul to Dillimore.

BADLANDS mission 2

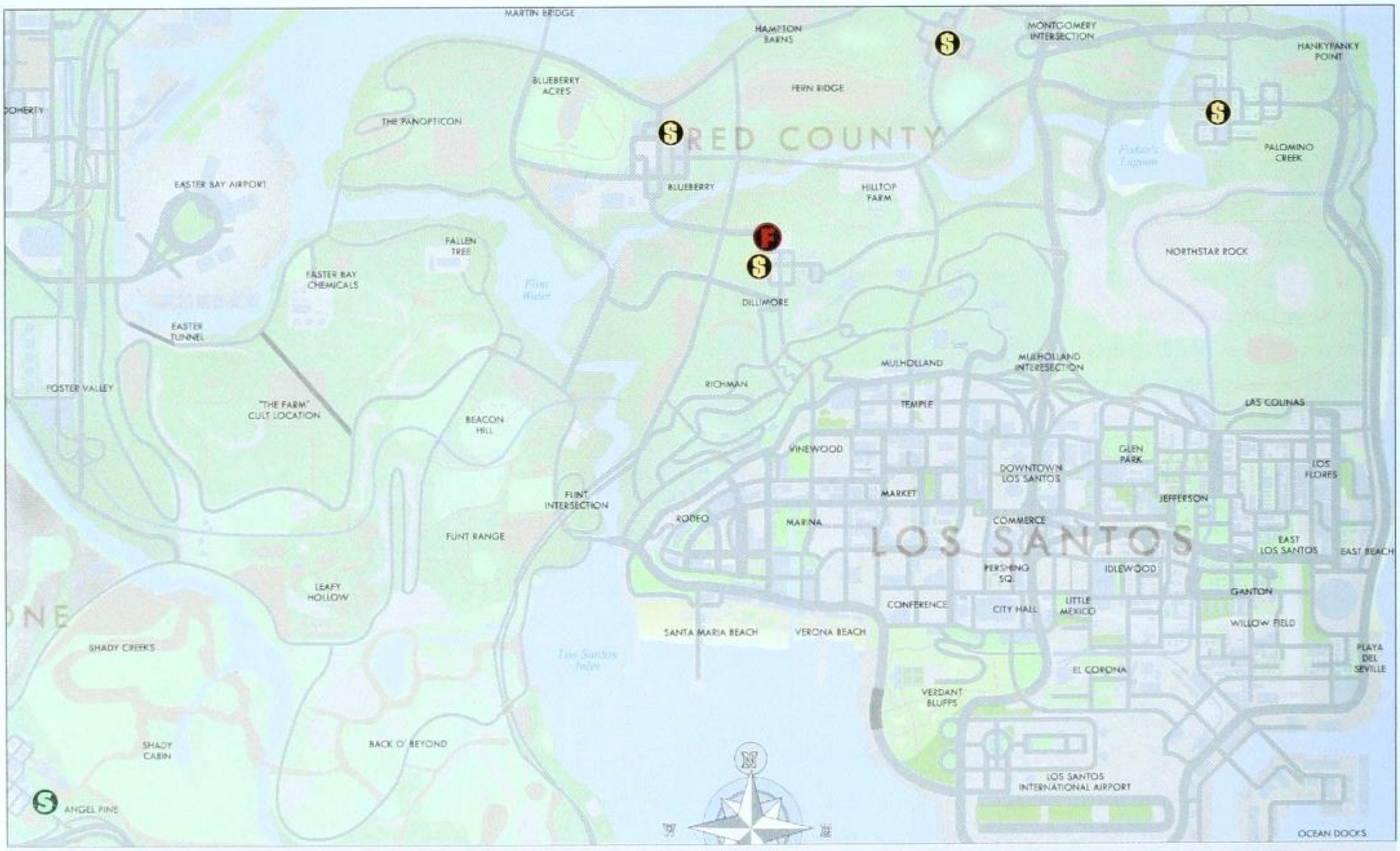
# First Date

**Item Introduced:**
Camera

**Respect Gained:**
15

## the story

***When you finally arrive in Dillimore and enter the red marker outside The Welcome Pump, CJ meets Cesar's cousin—she's holding off two men at knifepoint and threatening emasculating acts. Catalina is a fiery woman, to say the very least. Her passion is armed robbery, and her tactics aren't very ladylike.***




**Cut-scene at Trailer**

**The Welcome Pump (Meet Catalina and unlock missions)**

**Catalina's Robbery Targets**

### Familiar Face

***Grand Theft Auto*** fans may remember Catalina as a central character in ***GTA III***.

When you regain control outside, grab one of the nice Freeway hog cycles in the parking lot. Catalina hops aboard with a plan to "take this county for every stinking cent."

She explains she's cased four soft targets, all of which now appear on the map, marked by dollar sign icons. You can pursue the four jobs in any order. We'll start with the gas station just down the street.

### Save Yourself a Trip

Save as soon as possible so that you don't have to make the trip back to Angel Pine again (if you mess up and want to reload an old save).

BADLANDS mission 3

# Tanker Commander

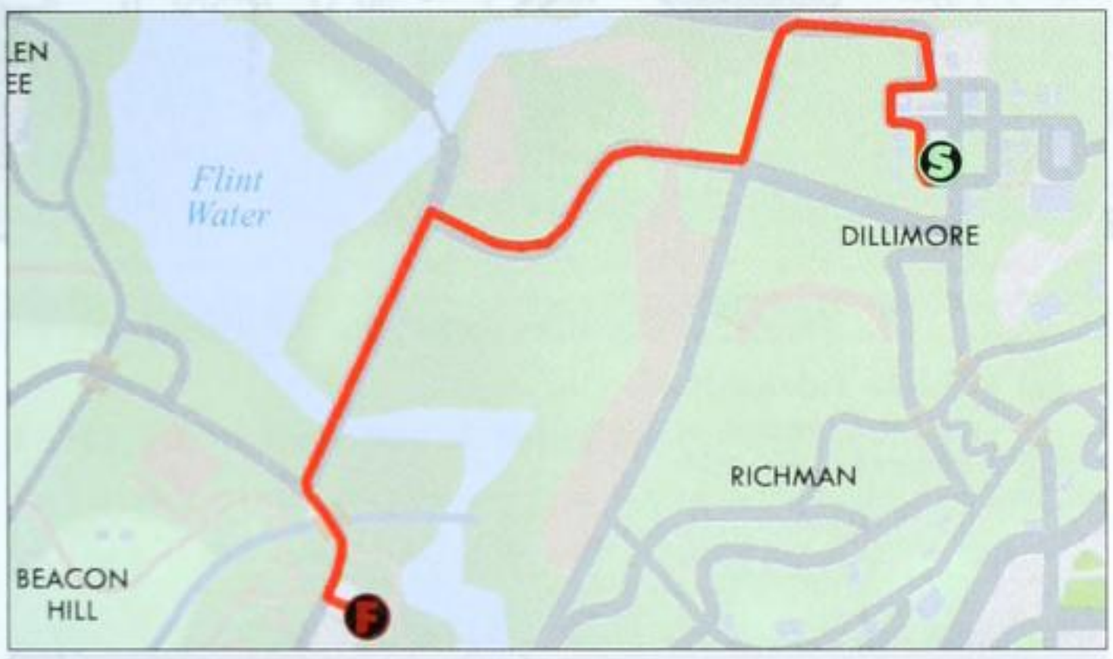
**Vehicle Introduced:**
Tanker

**Cash Gained:**
$5000

**Odd Job Opened:**
Trucking

the story

***Head a short distance down the street in Dillimore to the nearest "$" icon on the radar map, a Gasso gas station. ("We Have Gas!") After Catalina's charming opening statement, you learn that a locked door and bulletproof glass keep you from getting at the takings. Cat spots a big truck and tanker, which then calls for a change of plans.***




**Gasso Gas Station**

**RS Haul**

### Truck View

Note the onscreen directions for altering your view from the truck. You can look behind by pressing L2 and R2 simultaneously, or use the Right Analog Stick to swing the camera around.

Look behind by pressing the L2 button and the R2 button together, or use the right analog stick to maneuver the camera for a better view.

The angry gas station attendants refuse to give up, and start pursuing in a car. As you drive away, Cat says she knows a guy who will pay for your rig and cargo. A new yellow blip appears on your radar map.

## Directions

### Enter Truck Cab and Attach it to the Tanker

Note the big gasoline tanker trailer near the truck cab. Hop into the driver's seat and pull forward until you're in front of the tanker trailer, then switch to your rear view and slowly back the cab under the front of the trailer to hook up.

### Drive Rig to Catalina's Buyer, Don't Allow Pursuers to Disconnect Trailer!

Start driving toward the yellow blip. (Check mission map on the previous page for the best route.) Note the Health bar now onscreen. Your pursuers open fire whenever they manage to pull up alongside of you, but don't get rattled. Keep a steady pace and make easy, controlled turns. Don't let your rig jackknife out of control or the trailer may disconnect, causing mission failure.

When you finally reach Catalina's contact across the water in Flint County, drive into the red marker at the RS Haul trucking facility. Your pursuers will meet a fiery end here if they're still chasing you. Catalina makes her deal with Mr. Whittaker for a wad of cash, and Whittaker offers CJ the opportunity to run freight for him. This opens up the Trucking Odd Jobs for future fun and profit. Catalina then takes off on a motorcycle, leaving CJ stranded.

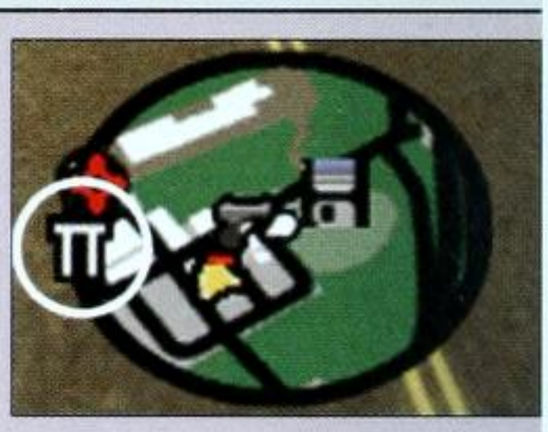
### NEW ODD JOBS AVAILABLE!

***Completing the Tanker Commander mission opens access to the Trucking Odd Jobs. Come back to RS Haul between missions to attempt one of the game's truck-driving jobs. For details on this, see the Trucking section of our Odd Jobs chapter.***

### Keep on Truckin'

This is a good time to take a break from the missions and do some trucking; it not only helps you learn the countryside, but it's also a nice source of income if you're low on cash—especially since all of your weapons are taken after Los Santos.

### Cell Phone Call: The Truth



CJ gets a cell phone call from a mysterious voice who calls himself The Truth. He claims you have a mutual friend and business partner, insinuating that it might be Tenpenny. He has a room at a motel in Angel Pine. The location is now marked on your map with a "TT" icon. You must complete this mission next before you can return to the Catalina robbery missions.

BADLANDS mission 4

# Body Harvest

**Vehicle Introduced:**
Combine Harvester

**Respect Gained:**
5

the story

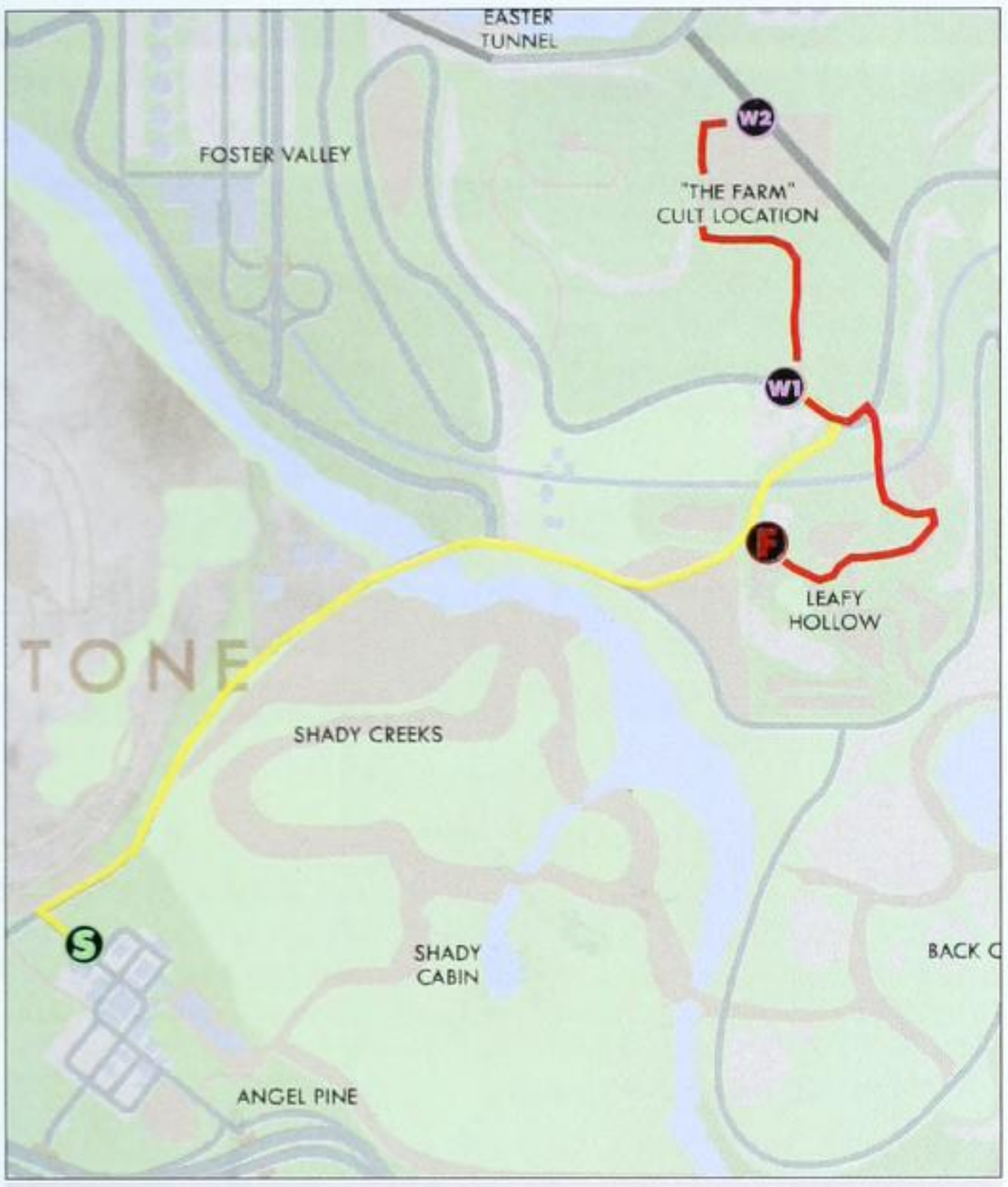
***Follow the "TT" icon on the map to the Budget Inn Motel (the sign is missing a few letters) back in Angel Pine. Inside the room, Officer Tenpenny is high as a hang-glider and introduces CJ to a man he calls The Truth—a big-time marijuana farmer up in Flint County. Tenpenny says Truth will be supplying you with "the finest weed" for delivery, but you must pay him in cash. As a test of trust, The Truth wants CJ to steal a combine harvester from a compound of survivalist right-wingers across the ridge from Truth's farm.***

Directions

### Visit Farm Where Combine Harvester is Located

Take your vehicle and exit town to the north, then follow the yellow blip northeast from Angel Pine. Your route skirts Mount Chiliad and crosses the river into Flint County to the entrance of The Farm, home of a survivalist cult. When you reach the spot, you see a red marker right off the highway.

Drive into the marker to get a quick cinematic of the harvester, located in the field toward the back of the farm. You also see that several groups of survivalists are working, and you can bet they'll be hostile to a Los Santos gangster ripping off their machinery.




**S Start (Budget Inn)** **W1 Entrance to cult farm**
**F The Truth's farm** **W2 Combine Harvester**
**Harvester travel route**

## Take Combine Harvester Back to The Truth's Farm

Here's where you come to understand this mission's title. The angry cultists give chase, but you now control a four-ton vehicle with sharp rotating blades in front. Turn it on your pursuers! Chew them up in front and spit them out the back!

Grind your way out to the road, then start back to The Truth's farm in Leafy Hollow on the other side of the ridge to the south. Follow the country roads, using the yellow radar blip for general guidance. (Check our map for the best route.) Some cultists follow in a pickup truck; try to ram them, catching their vehicle in the Combine blades.

When you finally drive the Combine Harvester into the red marker inside The Truth's barn, you'll trigger his appearance. The Truth sincerely thanks you and says he'll be in touch when the weed shipment is ready. In the meantime, you must get that cash payment together.

### Cell Phone Call: Cesar

Cesar calls first. He says his gang, the Aztecas, have fallen apart and there's a price on his head, maybe Kendl's, too. CJ tells him to get a place with Kendl in Angel Pine and they can meet up. When you hang up, the "CV" icon appears on your radar. Enter the BF Injection on the nearby dirt drive and follow the "CV" back to a familiar trailer in Angel Pine.

## Enter Farm and Steal the Combine Harvester

The harvester is now indicated on radar by the blue blip. The direct strategy is to gun your vehicle around the right perimeter fence of the farm. This way, you avoid debilitating combat and get to the target quickly. You will be spotted almost immediately, however, so make a quick beeline to the harvester in the back field.

An alternate approach is to enter on foot. Take the same woodsy route to the back field, but move with stealth to avoid detection. When you reach the field, wait until the harvester takes its pass closest to you and make a wild sprint. Get up beside the cab to draw out the driver, who opens fire. Hop in and drive away!

BADLANDS mission 5

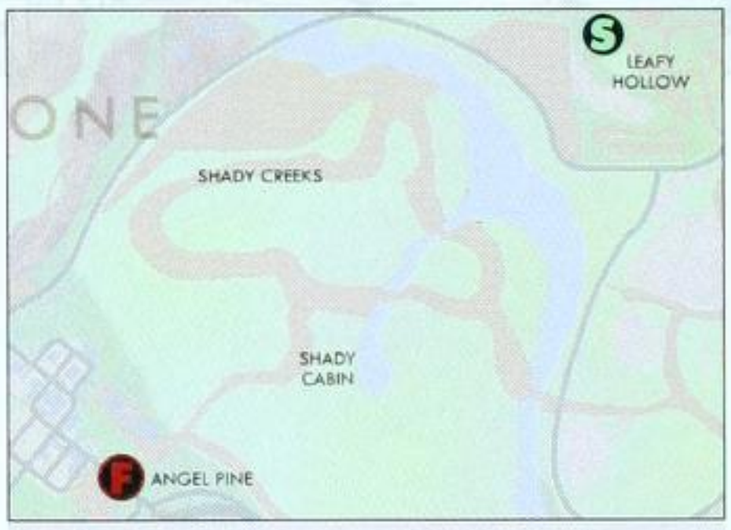
# King in Exile

*You get a short break from action in the next couple of brief missions as you reconnect with your sister, her boyfriend, and your sort-of girlfriend. When you follow the "CV" to the red marker outside the trailer home in Angel Pine, CJ walks in on Cesar and Kendl.*

## Directions

### Meet Cesar and Kendl

Cesar is hot and says he wants to "cap me some dope dealers." He knows the bad guys: Tenpenny, Pulaski, and former brother, Big Smoke. CJ can't believe Smoke is a pusher, but Kendl convinces him it's true. Cesar explains that Smoke sends a car up to San Fierro twice a week to pick up trunk-loads of "white" (cocaine). CJ decides to keep an eye on the highway to San Fierro, and tells Cesar to lay low.




**S Start (The Truth's Farm)**
**F Cesar and Kendl**

### Cell Phone Call: Catalina

Soon you get an angry call from Catalina wondering where you've been. This puts a pink "**C**" (for Catalina) icon on the map, far away up in Fern Ridge. Head for that location! You don't want to make her angrier than she already is.

BADLANDS mission 6

# First Base

*It's a long haul from Angel Pine up to Fern Ridge. When you finally arrive at Catalina's cabin, she won't answer when CJ knocks or calls at the front door. What's going on?*

**S Start (Trailer)**
**F Catalina's hideout**

### Directions

**Meet Catalina**

Suddenly, Catalina jumps CJ from behind and holds a gun to his head. After some strange foreplay, Catalina admits she loves him. Now all three of her remaining planned robberies reappear on the map as dollar sign icons.

Hop into Cat's Buffalo in her driveway with Catalina and head for the northernmost "**$**" icon—the Off Track Betting parlor in Montgomery. On the way, listen to some scary stuff from Catalina about what happens to the men in her life.

BADLANDS mission 7

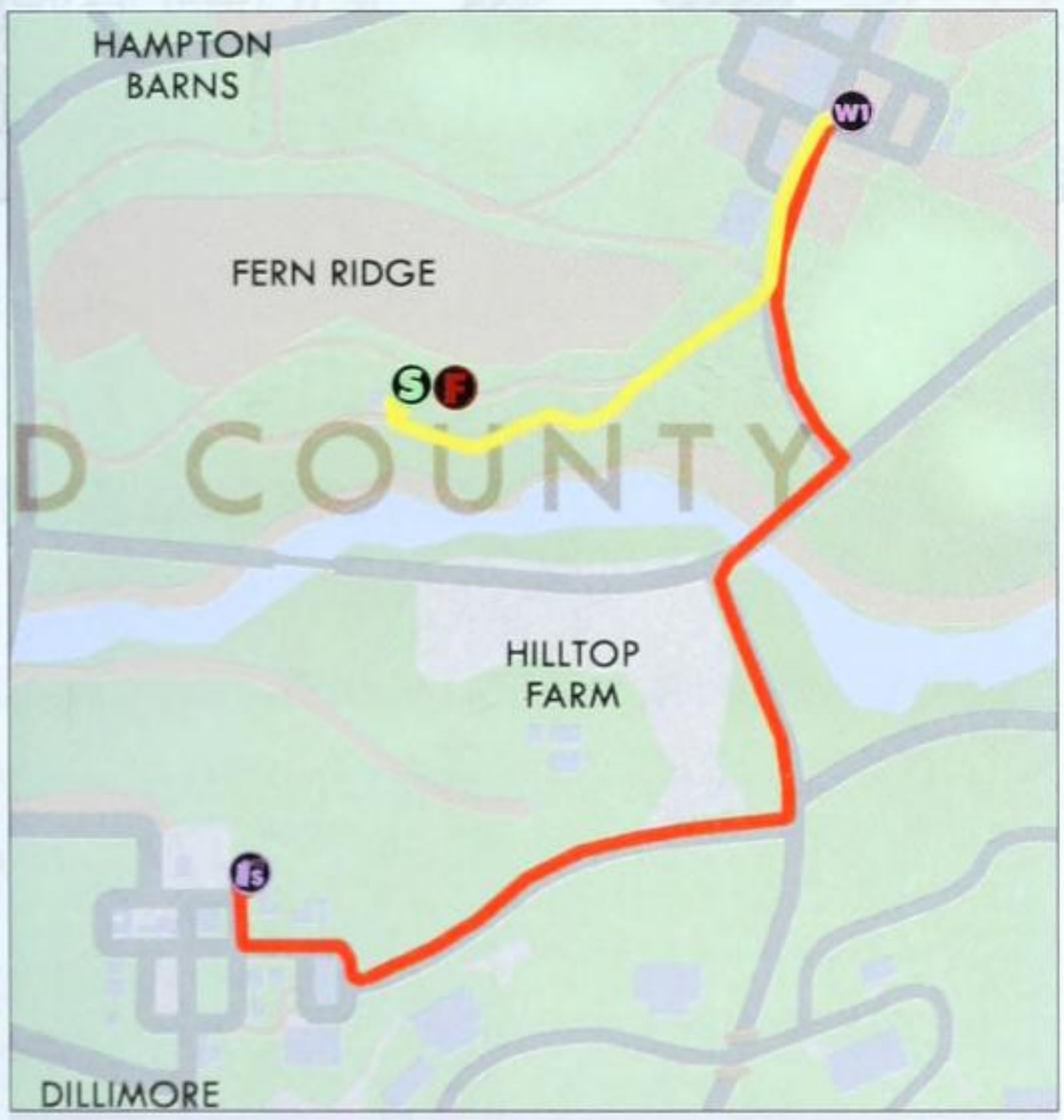
# Against All Odds

**Weapon Gained:**
Remote Explosives

**Cash Gained:**
$2,000

the story

***The OTB (off-track betting) parlor in Montgomery is called the Inside Track. CJ isn't keen on the idea of robbing the place, but Catalina hands him some satchels of explosives and goads him into it. When you enter the place, Catalina takes charge of crowd control in her inimitable way, gunning down innocent bystanders who annoy her.***




- **Start (Catalina's hideout)**
- **Off Track Betting**
- **Pay 'n' Spray**
- **Finish (Catalina's hideout)**

### Directions

**Use Satchel Charges to Blast Open Security Door and Safe**

Press the Circle button to toss the Satchel at the red security door, holding down the button longer before you release it to increase the throwing distance. Try to get one to stick directly to the door, then switch to the detonator that appears in your weapon slot. Get a safe distance away and press the Circle button again to detonate the charge and blast open the door.

**Throw Carefully**

You have a limited number of Satchel Charges, so don't waste them by tossing wildly.

Enter the safe room and use another Satchel on the safe. After you destroy it, CJ automatically cleans out the money and you end up outside the OTB with Catalina. Unfortunately, you emerge with a one-star Wanted Level that can eventually grow to three, and every cop in Red County is bearing down on you.

### OTB Odd Job

The OTB machines inside the "Inside Track" can actually be played when not in a mission. See the ***Off-Track Betting*** section in our ***Odd Jobs*** chapter for more details.

## Get to a Pay 'n' Spray!

This is a no-brainer. The county police are relentless, so peel out and head south. Check our map on the previous page to find the nearest Pay 'n' Spray, located back in Dillimore, then run!

Squad cars and helicopters bear down on you from all directions—attempting road blocks, ramming your car, and so on. Meanwhile, Catalina shoots at them and howls things like, "I've killed hundreds of pigs like you! I hope it takes you long to die!" When you finally reach the Pay 'n' Spray, pull in to remove the Wanted Level.

## Return to Catalina's Place

Drive toward the yellow radar blip on the map, which marks the location of Catalina's cabin up in the Fern Ridge area. On the way, CJ and Cat have a deep, sensitive discussion about their relationship. Upon arrival, Catalina graciously hands over $2000 of the OTB parlor take, and you get the Mission Passed message.

A red marker appears in front of Catalina's cabin. Get out of the vehicle to save your game at the nearby disc icon. Then, if you've completed two robbery missions with Catalina (and you have, if you're following this walkthrough), you'll get a call on your cell phone.

### Cell Phone Call: Cesar

Cesar says he's found some good street racing, mostly cars from San Fierro. If CJ wants to make some money, says Cesar, get a fast car and meet him and Kendl just south of Montgomery. This puts a "CV" icon on the map. Now you have a choice of two locations to visit. Let's continue our felonious rampage with Catalina first.

### Triggering Cesar's Call

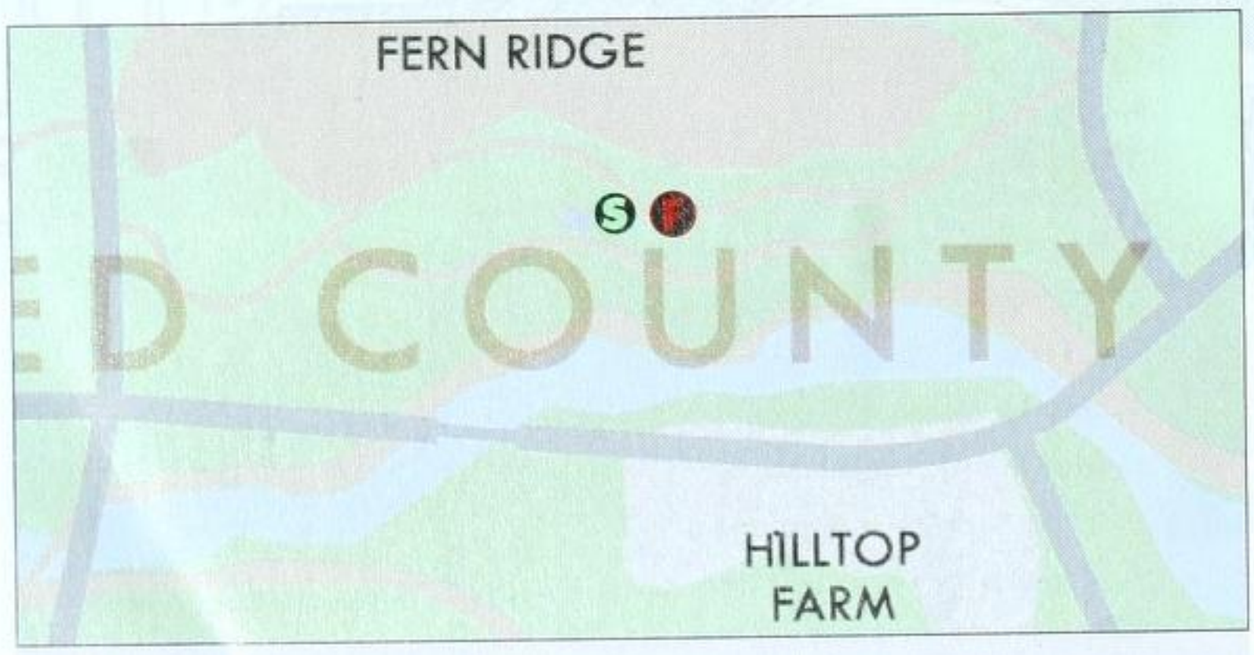
Cesar will call CJ about the street racing south of Montgomery only after you complete any two of the four Catalina robbery missions. It can be ***any*** combination of two, because you can commit the four robberies (the ones marked by a dollar sign on the map) in any order.

BADLANDS mission 8

# Gone Courting

the story

***Step into the red marker. CJ approaches Catalina's cabin again and, after yet another tender exchange of abiding love, our east-side Bonnie and Clyde hit the road again. The last two robbery missions reappear as "$" icons on the map.***




S Start (Catalina's hideout)

F Finish (Catalina's hideout)

BADLANDS mission 9

# Local Liquor Store

**Vehicle Introduced:**
Quad

**Accomplice:**
Catalina

**Money Gained:**
$1000

the story

***This time, drive west toward the liquor store in the sleepy town of Blueberry. When you drive into the red marker, CJ and Catalina prepare to hit the liquor store. Suddenly, a quartet of cowboys on Quads moves in first! They grab the cash and three escape on the Quads, but Cat guns down the fourth fellow and commandeers his vehicle.***

**Start (Catalina's hideout)** **Liquor Store** **Quad Chase Route**
**Finish (Catalina's hideout)** **Bridge Jump**

## Directions

### Catch Quad-bikers and Get the Money

As you might expect, you drive and Cat shoots. However, if CJ has a mini-submachine gun (preferably the MP5), he can shoot straight ahead and to either side, adding his fire-power to Catalina's. Follow the red blip on the radar map to tail the other three cowboy hoods. Your Quad is an all-terrain vehicle, so cut corners when you can to gain on your foes. (See the chase route on our map.)

### Get an MP5!

Purchase or find an MP5 before taking this mission or before you enter the red marker outside the Liquor Store. Adding to the Quad Drive-by with Catalina will make short work of the escaping thieves.

### Get the Cash Last

When you gun down each quad-biker, he drops a briefcase full of cash. You can just leave it behind and keep chasing the remaining bikers. The game marks the location of each dropped briefcase with a green blip on your map, so you can return and pick up the cash later after you hunt down the last quad-biker.

Early on, you reach a fork in the path, and the cowboys split up—two go left, one goes right. We suggest you follow the duo that splits left. However, you can follow either direction, because their paths will converge again. This happens several times during the chase. Note that the fleeing bandits always re-converge after splitting up.

### Make the Leap

Get ready for this awesome stunt jump over a shattered wooden bridge midway through the quad-bike chase. You can earn a Unique Stunt Bonus of $500 if you hit it cleanly.

It's a long chase that runs through the towns of Montgomery and Palomino Creek, so don't give up if you spin out of control. Just recover and go back after your prey. In most cases, you overtake the fleeing bikers quickly after a mishap. Once you finally take out the third and final quad-biker, gather up all the dropped briefcases of cash.

### Take Catalina Back to the Hideout

Once you've nabbed the third briefcase of cash, return to Catalina's cabin. You're probably very far from the hideout, maybe as far as Las Colinas, so use the map to reach a nearby inhabited area and jack a car. Then drive the streets and highways as you follow the yellow radar blip back to the cabin. After you drop off your woman, you'll get your $1000 reward and pass the mission. Dismount your vehicle and you'll receive another cell phone call.

### Cell Phone Call: Cesar

Cesar reports he's got the low-down on Big Smoke's crack deliveries! Every Monday and Friday, Smoke's cash leaves Los Santos for San Fierro. Then, every Wednesday and Saturday a courier delivers the "yay" back to Big Smoke. CJ promises to keep an eye out for these deliveries, and the "CV" icon reappears on the map. We'll check it out shortly.

BADLANDS mission 8

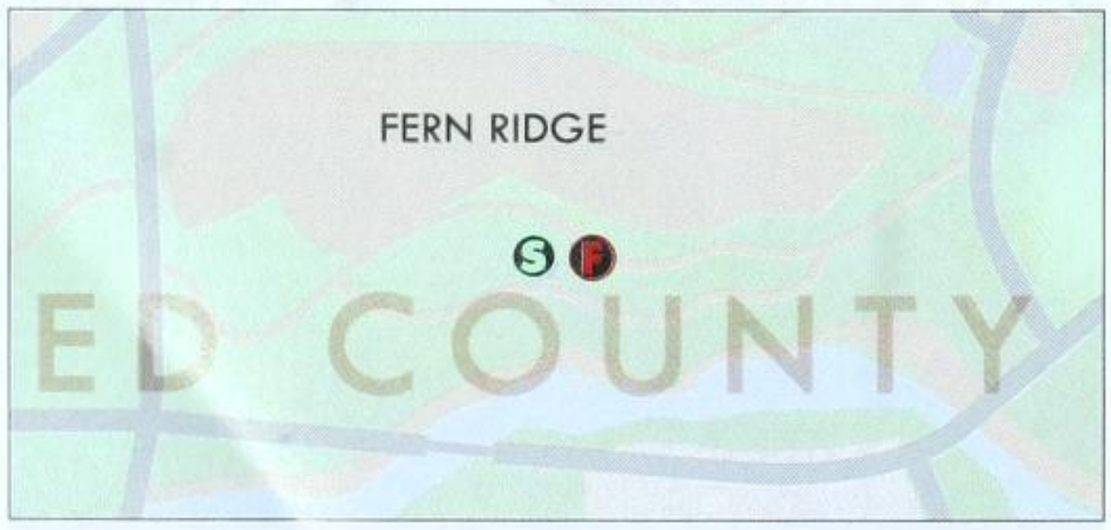
# Made in Heaven

**Vehicle Introduced:**
Combine harvester

**Respect Gained:**
5

the story

***After Cesar hangs up, Catalina calls. She's her usual cheery self, and sweetly asks CJ to drop by. Since you're already standing in front of her cabin, this seems like the best destination to visit right now. Particularly since Catalina's threat of making kabobs out of certain body parts if you don't show up soon seems like something this woman would actually consider.***




**Start (Catalina's hideout)**

**Finish (Catalina's hideout)**

## Directions

Follow the "C" icon and walk into the red marker in front of Catalina's cabin hideout. She bursts through the front door, scaring the hell out of CJ (and you, too, probably). She's fed up with love, she's in a really bad mood, and she wants to be just business partners from now on. Okay, baby, whatever! Hop in the Buffalo.

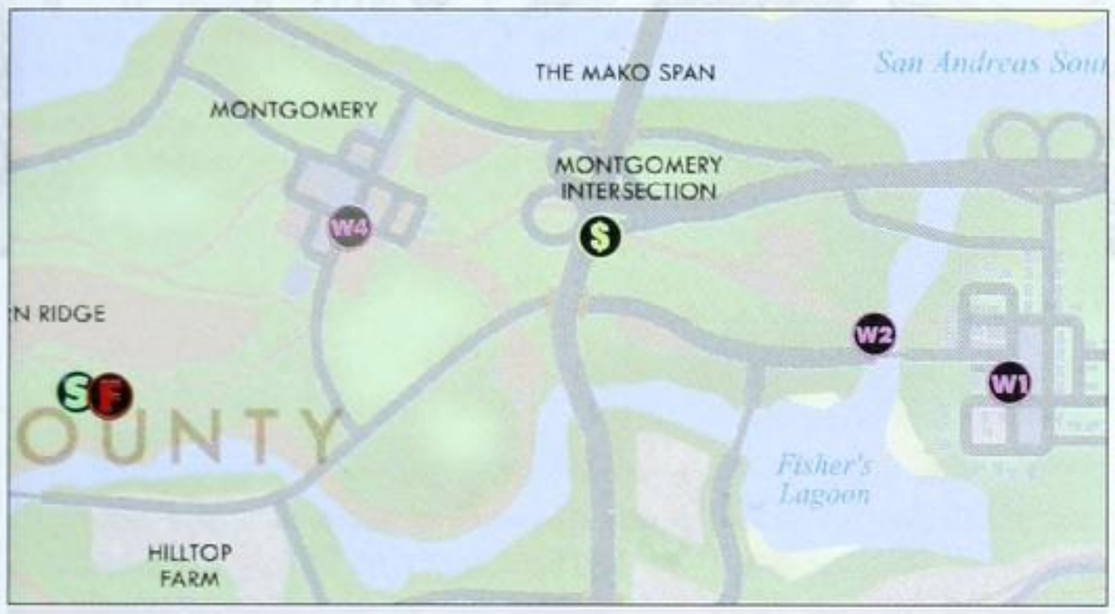
BADLANDS mission 9

# Small Town Bank

**Accomplice:**
Catalina

**Cash Gained:**
$10,000

***Follow the last "$" icon east to Palomino Creek, then enter the red marker. Catalina puts CJ on crowd control—a really good idea, considering how she handled that job in the OTB heist. CJ gets the drop on the bank guard, and Catalina goes to empty the safe.***




- **S Start (Catalina's hideout)**
- **W1 Bank**
- **W2 Bridge Jump**
- **S Police Bribe**
- **W4 Cop Ambush**
- **F Finish (Catalina's hideout)**

## Directions

### Keep Your Gun Trained on the Staff

All four bank staffers, including the guard, start with their hands up, then each employee slowly tries to lower their hands. When you point your gun at anyone, their hands shoot right back up. The guard wants to shoot you, and the others want to trigger the bank alarm. Keep your gun pointed and moving, keeping everyone's hands up as high as possible.

Eventually, however, someone manages to lower enough to sound the alarm. This triggers a bulletin to the local cops, tipping them off to the bank robbery. Now you have a three-star Wanted Level!

Catalina tells you to smash the ATMs. Blast all three ATMs with your weapon or bust them open with a melee weapon to nab the cash. Catalina leads you to the back door and blasts it open with her Shotgun.

### Fight Your Way Down the Alley

Police are crawling all over the neighborhood. Fight your way down the back alley, looking for snipers on rooftops, as well as cops on foot. It's like running a gauntlet, with shooters lining the walls on either side! Once you nail a target on one side, swivel your sights quickly to the other side of the alley.

As you approach the red dumpster near the exit from the alley, you hear the unpleasant drone of a police helicopter, and then a pair of motorcycle cops suddenly wheel into the alley. Their presence is actually welcome, because once you gun them down, Catalina tells you to grab one of the HPV1000 bikes and follow her.

### Follow Catalina on the Motorcycle

Two more motorcycle cops decide to mix it up with you, but stay on Catalina's tail (she's the blue blip on your radar) as she exits town and rides up a broken wooden bridge with a gap in the center. Line yourself up on the center of the bridge and make a flying leap over the gap.

One pursuer is lost on this stunt jump, while another gets thrown off in the chase under the roads. Consider getting close enough to unload your Submachine Guns in their direction. The consequence of your actions, however, will raise your Wanted Level, so keep an eye out for a Police Bribe along the way (indicated on our mission map).

**Police Bribe**

Look for the spinning Police Bribe under the Montgomery Intersection.

Eventually, Catalina gets knocked off her bike and is surrounded by three Police Rangers at an intersection in Red County. Zoom in close, pause to pick up Catalina, and accelerate quickly to make your escape back to her hideout at Fern Ridge. You get a sweet cash payout for this mission.

Since this is your fourth and final Catalina robbery mission, no more "$" icons remain on the map. However, the "CV" icon reappears. Time for some racing!

BADLANDS mission 10

# Wu Zi Mu

**Cash Gained:**
$5000

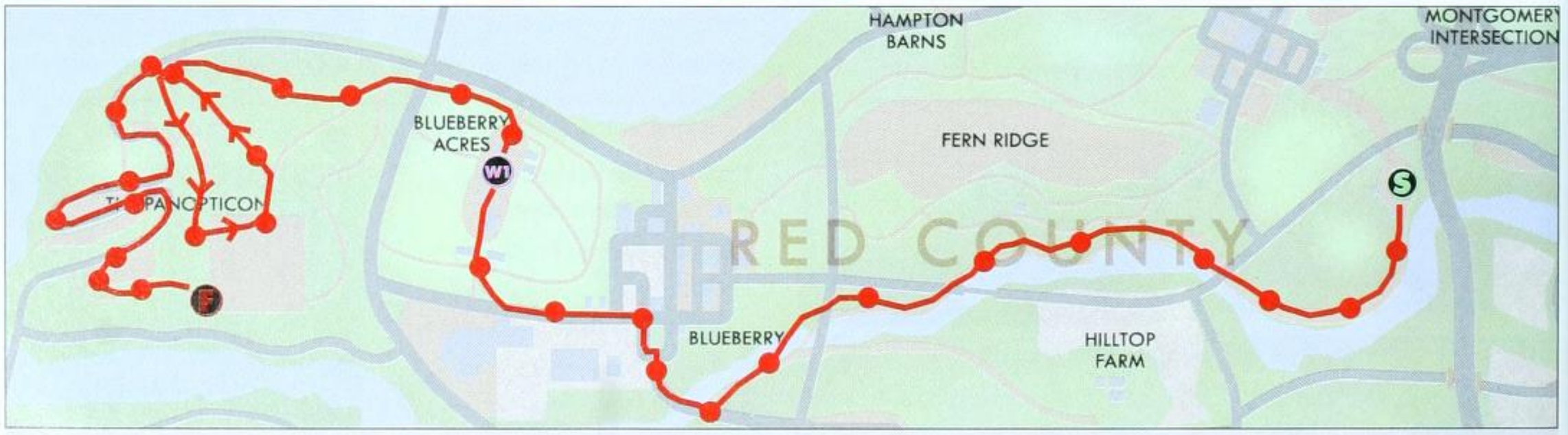
the story

***Racing fast cars! There's just nothing better. Cesar and CJ share this love. Find a good, redneck muscle car, like the Phoenix, (or just grab the Buffalo next to Catalina's shack) and head for the "CV" icon just south of the Montgomery Intersection in Red County. Pull into the red marker to meet Cesar at the street racing site.***

***A slick, very formal gentleman in black approaches with his entourage. He welcomes CJ to the meet, and introduces himself as Wu Zi Mu—"my friends call me Woozie." He explains how the races are run for cash or pink slips.***

**PREREQUISITES NEEDED!**

***This mission is available only after you complete any two of the four Catalina-planned robbery missions. Tanker Commander and Against All Odds are the two robberies we completed first in this walkthrough. But again, it could be any combination of two robberies (including the Local Liquor Store and Small Town Bank missions) because you can select Catalina's jobs in any order.***




Race Start
Race Finish
Barn Jump
Race Course
Race Checkpoints

## Directions

### Win the Race!

It doesn't get any more straightforward than this. Just run fast, run hard, and beat the other three racers. As in the lowrider race in Los Santos, look for and drive through the glowing red checkpoints that mark the race course.

Keep in mind that this is gritty street racing, so the course crisscrosses well-traveled highways, runs down miles of country roads, winds along Red County's riverfront, and veers through backcountry and beach paths. At one point, you even roar through a barn and make a totally insane stunt jump over farm buildings onto a slanted roof. (This earns you a Unique Stunt Bonus, of course.) Therefore, you must not only drive fast, but also with extreme awareness and control. You can also skirt the farm entirely by going wide around the fence, then back in for the checkpoint on the other side of the farm.

**Street Racing Tip**

This isn't an oval race track! Keep looking ahead on your Pause Menu, planning for the next crazy stretch and watching out for traffic on the roads. Expect the unexpected. Don't get sucked into a tunnel vision of the road.

The race winds west and then weaves through The Panopticon area to the finish line. You must finish in first place to pass the mission. When you finally win the race, Wu Zi Mu admits you drive with style. He suggests you give him a call if you're ever in San Fierro. Now why would you ever be in San Fierro?

Police sirens cut the conversation short, and it's time to jet. CJ automatically hops in his car. A red marker appears just up the road; its location is marked by the "**CV**" icon on your map.

BADLANDS mission 11

# Farewell, My Love...

**Property Gained:**
Garage in San Fierro

***Drive into the red marker in the street racing site at The Panopticon. Hey, it's Catalina... and she's angry. (What a surprise.) She's also wielding a Crowbar. After abusing CJ and his car a bit, she drops a bombshell—she's in love with another fellow, a non-talkative guy. Surely you recognize him from Grand Theft Auto III. Ahhh... memories. Okay, time to race!***

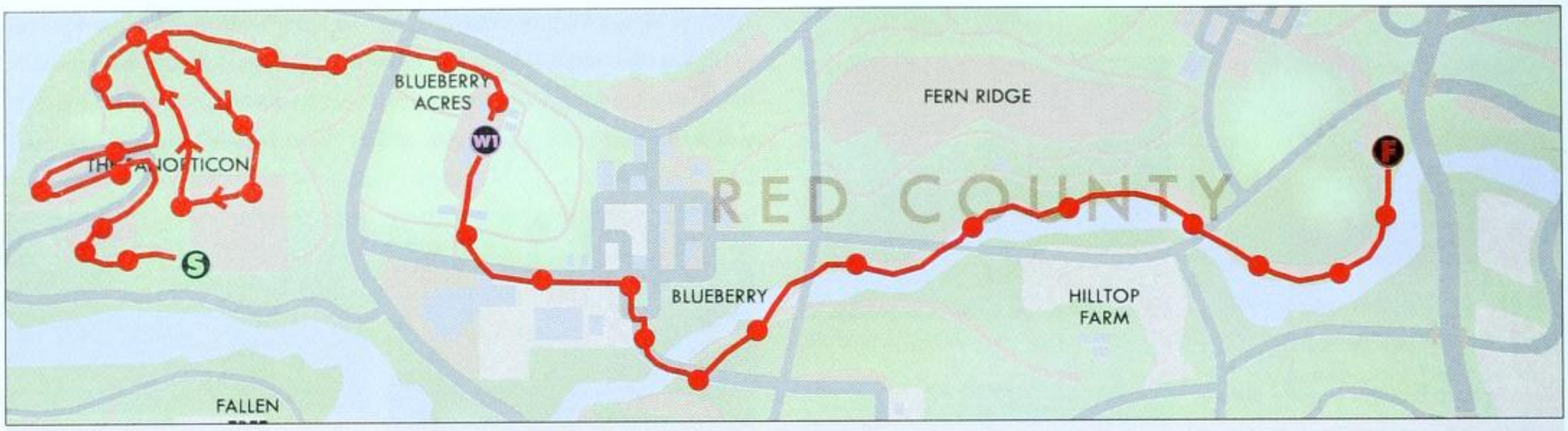
**PREREQUISITES NEEDED!**

***This mission is available only after you complete all four of the Catalina robbery missions, plus both the Wu Zi Mu and Body Harvest missions.***

## Directions

### Win the Race!

This is the same course as in the Wu Zi Mu mission, but in reverse. By now, you should be a decent driver, so use your instincts and run hard. As before, you must win the race to pass the mission. For more tips on this race, see "Badlands A Race" in the Los Santos Race Tournament.




**S** Race Start
**F** Race Finish
**W1** Barn Jump
Race Course
Race Checkpoints

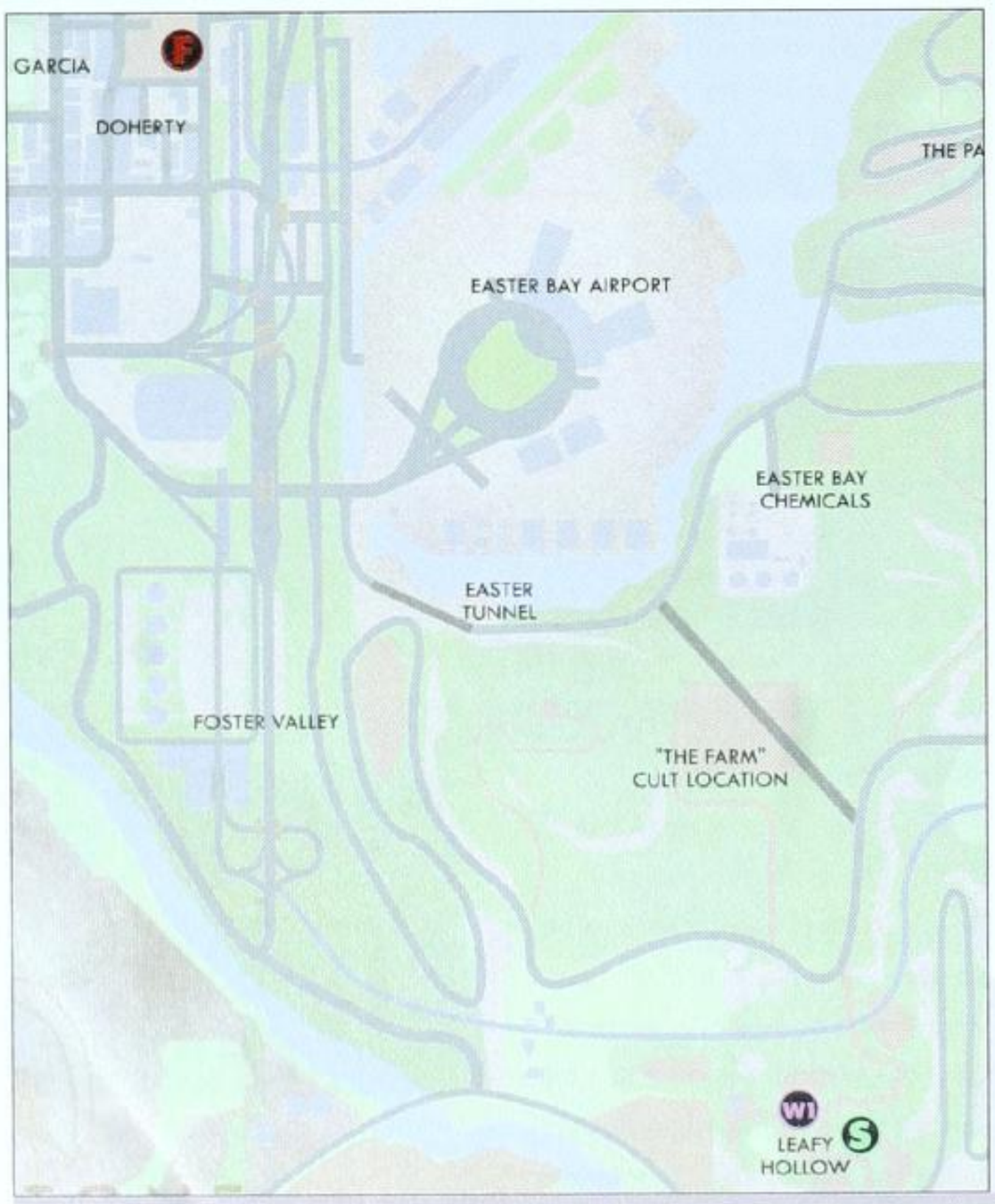
After finishing victorious, Catalina tells CJ he won unfairly. But she and Claude have to pay up anyway, so Cat hands over the deed to a garage in San Fierro. After the Mission Passed! screen, you get another phone call.

**Cell Phone Call: The Truth**

The Truth says he's got the goods for you, but warns that "people are listening to us." After a paranoid digression, he hangs up and the "TT" icon reappears on your map.

BADLANDS mission 12

# Are You Going to San Fierro?




**Vehicle Introduced:**
Mothership

**Weapons Obtained:**
Flamethrower, RPG

**Respect Gained:**
15

**PREREQUISITES NEEDED!**

***This mission is available only after you complete all four of the Catalina robbery missions, plus both the Body Harvest and Farewell, My Love... missions.***

Drive up to The Truth's weed farm in Leafy Hollow by following the "TT" radar icon. When you arrive, you pay The Truth and, as he puts it, "the karmic circle closes." But not in the way anyone could foresee, because suddenly, the sound of a distant police chopper fills the air. The Truth tosses CJ a flamethrower to torch the fields. Hurry!

**S** Start
**W1** Weed Fields
**F** Finish (CJ's house)

## Directions

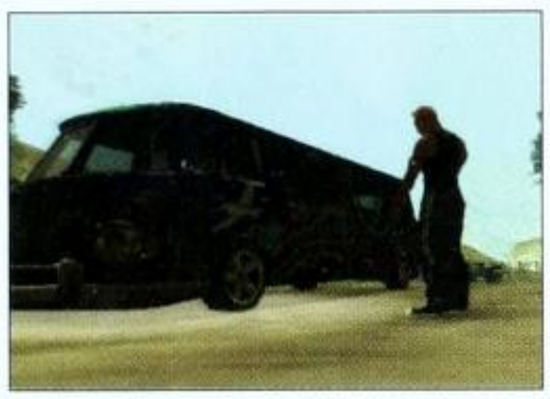
### Help The Truth Destroy the Weed

You have just five-and-a-half minutes until the cops arrive via chopper. (Note the onscreen timer labeled, "Cops Arrival" that counts down from 5:30 in the upper-right.) To burn a weed field, shoot flames over it until you hear the beep tone, then quickly move on to the next field. Listen for that tone! Don't waste any more time on a field once you hear it, even if the field isn't fully destroyed yet. The beep means you've shot enough flames, and now that weed patch can burn out by itself. You can also just run up and down the field, burning with abandon, for a less careful and often more efficient tactic.

#### Strafing Burn

A good technique is to set up at one end of the field, hold down the R1 button and the Fire button, then strafe along the entire length of the field. Work you way methodically from side to side, row by row.

When a good portion of the fields are smokin', The Truth hustles away to fire up a mini-bus he calls the Mothership. Finish burning the fields on your own. When you finally set fire to the last field, the onscreen message says, "Go and speak to The Truth." By all means, do so.



### Speak to The Truth

Sprint to The Truth's Mothership, indicated by the blue blip on the radar map. When you enter the red marker next to the mini-bus, CJ points out the police copter now closing in for the kill. But The Truth gives CJ a rocket-propelled grenade (RPG) launcher.

### Take Out the Chopper

The RPG works in first-person view. Move the targeting box over the helicopter above and fire. One or two well-placed shots should do the trick. Aim carefully, though. You have only 10 rockets, and time is running out!

### Get Inside the Mothership

After the chopper drops, find the Mothership mini-bus (under the blue marker) and hop inside. The Truth pulls over and asks you to take the wheel; he hasn't driven in 15 years. Follow the yellow blip on the map to drive the Mothership to the garage in San Fierro (which you won in the **Farewell, My Love...** mission).

On the way, CJ automatically calls Cesar and tells him to bring Kendl and meet in the garage. Continue the journey north and enjoy the illuminating conversation with The Truth. Learn about spy satellites, religious relics at the Pentagon, the insidious number 23, the uses of aluminum foil, and other critical survival skills.

To find the garage, head north through Foster Valley to the Doherty district on the east side of San Fierro. Follow the yellow radar blip to the garage location in Doherty. This mission finally ends when you drive into the red marker outside the garage.

Congratulations! You're finally out of the Badlands.

BATTERY POINT
ESPLANADE NORTH
ESPLANADE EAST
JUNIPER HOLLOW
DOWNTOWN
PARADISO
CALTON HEIGHTS
GARVER
FINANCIAL
PALISADES
JUNIPER HILL
KING
CHINA TOWN
DOWNTOWN
SANTA FLORA
SAN FIERRO
QUEENS
KINGS
EASTER BASIN
CITY HALL
GARCIA
DOHERTY
OCEAN FLATS
HASHBURY
EASTER BAY AIRPORT
AVISPA COUNTRY CLUB
MISSIONARY HILL
C
D
1
2

# chapter 3
# San Fierro

*The steep hills of San Fierro rise in splendor above the chilly, choppy waters of San Fierro Bay. It's a bright cosmopolitan town with just enough seamy underbelly to keep things interesting. Here, far from the Grove Street hood, CJ settles into his newly-won garage—and along with The Truth, Cesar, and sister Kendl, he seeks a new start in a city by the bay.*

## RESTAURANTS

| | | |
|---|---|---|
| Burger Shot | Calton Heights | D1 |
| Burger Shot | Financial | C2 |
| Burger Shot | Doherty | D1 |
| Cluckin' Bell | Queens | C1 |
| Cluckin' Bell | Downtown | C2 |
| Well Stacked | Esplanade | B2 |
| Well Stacked | Financial | C2 |

## CLOTHING

| | | |
|---|---|---|
| binco | Calton Heights | C1 |
| SubUrban | Hashbury | D1 |
| Victim | Financial | C2 |
| Zip | Financial | C2 |

## POINTS OF INTEREST

| | | |
|---|---|---|
| Ammu-Nation | Queens | C1 |
| Barbershop | Queens | C1 |
| Gym | Doherty | D1 |
| Hospital | Santa Flora | C1 |
| Car Modification | Ocean Flats | C1 |
| Car Modification | Easter Basin | C2 |
| Police Station | Downtown | C2 |
| Tattoo Parlor | Hashbury | D1 |
| Train Station | Easter Basin | C2 |
| Bars/Strips | | |
| Safehouses | | |

*As in Los Santos, San Fierro features several overlapping mission strands that you can complete in a variety of ways. We'll organize the missions according to these strands, but you may (and in some cases must) move through the chapter by hopping between strands.*

BATTERY POINT
ESPLANADE NORTH
ESPLANADE EAST
JUNIPER HOLLOW
DOWNTOWN
PARADISO
CALTON HEIGHTS
GARVER BRIDGE
FINANCIAL
KINCAID BRIDGE
PALISADES
JUNIPER HILL
CHINA TOWN
DOWNTOWN
SANTA FLORA
SAN FIERRO
QUEENS
KINGS
EASTER BASIN
CITY HALL
GARCIA
OCEAN FLATS
HASHBURY
DOHERTY
AVISPA COUNTRY CLUB
MISSIONARY HILL
EASTER TUNNEL
FOSTER VALLEY
"THE FARM" CULT LOCATION
EASTER BAY AIRPORT
C
D
1
2

# Security Services

## WEAPONS

1. **Tec-9** • Batter Point • Beside Jizzy's. • **B1**
2. **Micro-SMG** • Esplanade North • Beside where Follow the Ped used to be. • **B2**
3. **Camera** • Esplanade East • **B2**
4. **Camera** • Esplanade East • **B2**
5. **Tec-9** • Carlton Heights • In grassy area. • **B1**
6. **Camera** • Downtown • **B2**
7. **Sniper Rifle** • Downtown • On roof behind Drink Beer sign. • **B2**
8. **Satchel** • Paradiso • **C1**
9. **Brass Knuckles** • Carlton Heights • Beside a car park. • **C1**
10. **Camera** • Financial • **C2**
11. **Camera** • Financial • **C2**
12. **Parachute** • Financial • **C2**
13. **Cane** • Financial • **C2**
14. **M4** • Palisades • Back yard of home. • **C1**
15. **Camera** • Palisades • **C1**
16. **Camera** • China Town • **C1**
17. **Katana** • China Town • In back alley. • **C1**
18. **Gun Cane** • Santa Flora • **C1**
19. **Camera** • Santa Flora • **C1**
20. **Camera** • Downtown • **C2**
21. **Parachute** • Garver Bridge as it approached the water. • **C2**
22. **Camera** • Garver Bridge as it leads into town. • **C2**
23. **Minigun** • Kincaid Bridge • **C2**
24. **Tear Gas (Gas Grenades)** • Easter Basin • Cargo hold of aircraft carrier. • **C2**
25. **Fire Extinguisher** • Easter Basin • Outside the Xoomer gas station. • **C2**
26. **Gun Cane** • City Hall • **C1**
27. **Camera** • Ocean Flats • **C1**
28. **Chainsaw** • Downtown (south) • **C1**
29. **Knife** • Downtown • Underpass on south side. • **C2**
30. **Camera** • Ocean Flats • **C1**
31. **Shovel** • Ocean Flats • **C1**
32. **Cane** • Ocean Flats • **C1**
33. **Katana** • Hashbury • **C1**
34. **Baseball Bat** • Garcia • On baseball diamond. • **C1**
35. **Desert Eagle** • Garcia • In back lot. • **C1**
36. **Pool Cue** • Doherty • Hidden behind fallen piece of concrete in construction yard. • **C1**
37. **Flame** • Garcia • **C1**
38. **Camera** • Doherty • **C2**
39. **Cane** • Ocean Flats • **D1**
40. **Cane** • Hashbury • **D1**
41. **Chainsaw** • Doherty • **D1**
42. **Colt 45 (9mm)** • Garcia • In alleyway. • **D1**
43. **Chrome Gun** • Doherty • **D2**
44. **Camera** • Easter Basin • On peninsula at water's edge, just north of airport. **C2**
45. **Flamethrower** • Easter Basin • On the freight liner. • **C2**
46. **RPG** • Easter Bay Airport • At water's edge, east of termninal. • **D2**
47. **MP5** • Ocean Flats • **D1**
48. **Cane** • Ocean Flats • **D1**
49. **Cane** • Ocean Flats • **D1**
50. **Camera** • Doherty • **D1**
51. **Chainsaw** • Avispa • **D1**
52. **Camera** • Avispa • **D1**
53. **Golf Club** • Avispa • From entrance of country club. • **D1**
54. **Satchel (Remote Explosives)** • Avispa • Behind the country club. • **D1**
55. **Nitestick** • Doherty • **D1**
56. **Country Shotgun** • Foster Valley • **D1**
57. **Camera** • Missionary Hill • **D1**
58. **Camera** • Easter Bay Airport, at north end of Easter Tunnel. • **D2**
59. **AK-47** • Foster Valley • Behind rocks at Foster Valley complex. • **D2**
60. **Camera** • Foster Valley • Outside the loading bays in complex. • **E2**

## POLICE BRIBES

- **Ocean Flats** • In an alleyway behind houses. • **D1**
- **Hashbury** • In an alleyway. • **C1**
- **Calton Heights** • In a steep alleyway. • **B2**
- **Doherty** • In an alley. • **C2**
- **Avispa** • Country club underpass. • **D1**
- **Easter Basin** • On traintracks beside the Xoomer station. • **C2**

## BODY ARMOR

- **Ocean flats** • Backyard of house. • **D1**
- **Garcia** • In an alleyway. • **D1**
- **Doherty** • Hidden behind Solarin Industries' building. • **C2**
- **Esplanade East** • On a concrete pier. • **B2**
- **Palisades** • Bottom of a cliff. • **C1**
- **Juniper Hill** • In Supa save parking lot. • **C1**
- **San Fierro Airport** • Outside terminal. • **D2**

## PAY 'N' SPRAY

- **Calton Heights** • **C1**
- **Easter Basin** • **C2**

## ADRENALINE

- **City Hall** • In doorway • **C1**
- **Foster Valley** • Outside arena • **D2**

BATTERY POINT
ESPLANADE NORTH
ESPLANADE EAST
DOWNTOWN
JUNIPER HOLLOW
PARADISO
CALTON HEIGHTS
FINANCIAL
GARVER BRIDGE
KINCAID BRIDGE
PALISADES
JUNIPER HILL
CHINA TOWN
DOWNTOWN
SANTA FLORA
SAN FIERRO
QUEENS
KINGS
CITY HALL
EASTER BASIN
GARCIA
OCEAN FLATS
HASHBURY
DOHERTY
AVISPA COUNTRY CLUB
EASTER BAY AIRPORT
MISSIONARY HILL
EASTER TUNNEL
EASTER BAY CHEMICALS
FOSTER VALLEY
C
D
1
2

# Unique Attractions

## UNIQUE STUNT JUMPS

1. **The Panopticon** • Hit this banked mound of earth just to the west/northwest to land on the San Fierro Airport runway. • **D3**
2. **Santa Flora** • Jump off the backyard hillside to clear the buildings to the south. • **C1**
3. **San Fierro** • Use the large road/hill south of this walkway between the houses. Speed off the hill behind the houses, jumping over the border and landing safely. • **B1**
4. **Downtown** • Drive up Michelle's steps heading north and land on the building opposite the multi-story parking garage. • **B2**
5. **Battery Points** • Drive up the scaffolding over Jizzy's club and fly off the scaffolding next to the Gant Bridge north into the water (there's a beach nearby to exit the water). • **B1**
6. **Esplanade East** • Head east over these steps inbetween buildings and land at least on the rooftop beyond. • **B2**
7. **Doherty** • Drive through the dilapidated building and out of the Los Cabras compound. • **D1**
8. **Juniper Hollow** • Jump northeast over the large cement ramp. Use the hilly street prior to it to build up speed. Avoid the wall just before it and go up the ramp as straight as possible to land in the street below in the distance. • **B1**
9. **Carlton Heights** • Use the street to the east of ramp between the homes (over tunnel) and jump into the street below. Since distance is the key, use the NRG-500. • **B1**
10. **Juniper Hill** • Utilize the supermarket parking lot ramp. Jump east across the road and land in the crowded alley. • **C1**
11. **Financial** • Jump the wooden stairs at the top of the winding street. • **C1**
12. **Easter Basin** • Jump the rusty ramp near Transfenders and land on the highway. • **C2**
13. **Airport** • Jump out of the San Fierro Airport using this ramp and land on the Easter Basin docks. • **D2**
14. **Airport** • Use this ramp to jump out of the San Fierro Airport heading west. • **D2**
15. **Foster Valley** • Use this ramp to jump east from the stadium parking lot and land on the freeway. • **D2**
16. **Doherty** • Jump the freeway using the pedestrian steps. You must clear the freeway. • **D1**

## OYSTERS

1. Gant Bridge • Landing point for a USJ under the Gant bridge. • **B1**
2. Easter Basin • At the bow of the aircraft carrier in Easter Bay. • **C2**
3. Easter Basin • Under the stern of the large freighter in dock. • **C2**
4. San Fierro Bay • At the bow of freighter in the middle of the bay. • **B2**
5. San Fierro Bay • Under the west side of the ship that features in the Da Nang Thang. • **B1**
6. Missionary Hill • In a pool behind Avispa Country Club. • **D1**
7. Garver Bridge • Under the water support of the Garver Bridge. • **C2**
8. Easter Bay • End of the Easter Bay Airport Runway. • **B1**
9. Easter Bay • In an Easter Bay Dock. • **C1**

## FLOWERS

- **Easter Basin** • In between pumps in Gas Station. • **C2**
- **Easter Basin** • Next to collapsed road. • **C2**
- **Foster Valley** • In plant bed. • **D2**
- **Carlton Heights** • In low hedges on slope. • **C2**
- **Missionary Hill** • On hairpin bend. • **D1**
- **Juniper Hill** • Next to coke machine in Xoomer. • **C1**
- **Santa Flora** • In back garden. • **C1**
- **Ocean Flats** • Next to dumpster. • **D1**
- **Palisades** • Next to pond in grasses. • **B1**
- **Palisades** • In front garden. • **C1**

## PHOTO OPS

1. Bridge Chemicals north of Easter Bay. • **D3**
2. Airport storage tanks. • **D2**
3. ATC tower bridge. • **C3**
4. Garver Bridge. • **C2**
5. Aircraft carrier bridge. • **C2**
6. Garver Bridge. • **C2**
7. Clock Tower. • **C2**
8. A photo of the rock formation in the bay. • **B2**
9. Xoomer gas station sign. • **B1**
10. The lip of the dry dock in Easter Basin. • **C2**
11. Aerials on top of this financial building. • **C2**
12. Pier 69 sign. • **B2**
13. Airplane sign at the entrance to the airport. • **D2**
14. Middle of building, nice lights. • **B2**
15. Gas tanks/towers Solarin industries. • **D2**
16. Submarine's conning tower. • **B2**
17. Baseball player statue. • **C2**
18. Cranberry station middle roof support. • **C2**
19. Sculpture in front of building. • **C2**
20. Plants in the middle of the roof garden. • **D2**
21. Top of King's building, middle two "flag poles." • **C2**
22. The middle of the curviest road. • **C2**
23. Lamppost in the middle of the road at tunnel entrance. • **B1**
24. The red tip of the large yellow crane in Kings. • **C1**
25. The middle round tower in Foster Valley. • **D1**
26. Wang's Kung Fu. • **C1**
27. Top of this Chinatown building. • **C1**
28. Middle roof of Chinatown Gateway. • **C1**
29. Home plate on baseball diamond. • **C1**
30. A picture of the construction sign. • **D1**
31. Chimney on top of building. • **C1**
32. Burger sign. • **B1**
33. Entrance to the Vank Hoff Park hotel. • **C1**
34. Supasave entrance. • **C1**
35. Save the Whale land sign. • **C1**
36. The back of the Vank Hoff Hotel. • **C1**
37. Da Nang Thang boat comms mast. • **B1**
38. The structure at the top of Missionary Hill. • **D1**
39. Parking sign. • **C1**
40. A photo of these interesting wall textures. • **C1**
41. One of the middle gravestones. • **D1**
42. Ocean Flats Church spire. • **D1**
43. Gant Bridge, San Fierro side support (top). • **B1**
44. Between two skyscrapers. • **C2**
45. The arched tower on the top of the club. • **D1**
46. Tennis court nets. • **D1**
47. Middle two columns on the front of city hall. • **C1**
48. Donuts sign. • **C1**
49. Dome on top of building. • **C1**
50. The first beam of the bridge on the way out of San Fierro. • **D1**

Special:

# THE COURIER MISSIONS

Cesar's boys have a sharp eye out for couriers who handle the drug transactions between Big Smoke's gang back in Los Santos and a shady crime syndicate based in San Fierro. There are two types of courier missions.

**Badlands and San Fierro**

Big Smoke's couriers start running their cash and drugs while you're still in the Badlands chapter. They continue making their runs until you bring down the Syndicate at the end of the San Fierro chapter.

COURIER mission 1

## Big Smoke's Cash

Twice a week, on Mondays and Fridays, CJ gets a call from Cesar informing him that Big Smoke's courier is leaving Los Santos with six packages of money. The courier drives a big Patriot SUV marked by a red blip on the map. He starts out at Big Smoke's house in the Idlewood area of Los Santos and drives the long route up to the Pier 69 district in San Fierro.

To respond positively, press the Right Directional Button, then intercept the courier before he reaches his destination. The courier carries six packages of cash. Each time you ram the Patriot, he drops a package of $300, so you can nab all $1800 if you ram him six times. If the Patriot is destroyed, the mission ends with no more cash packages available.

**Riding Shotgun**

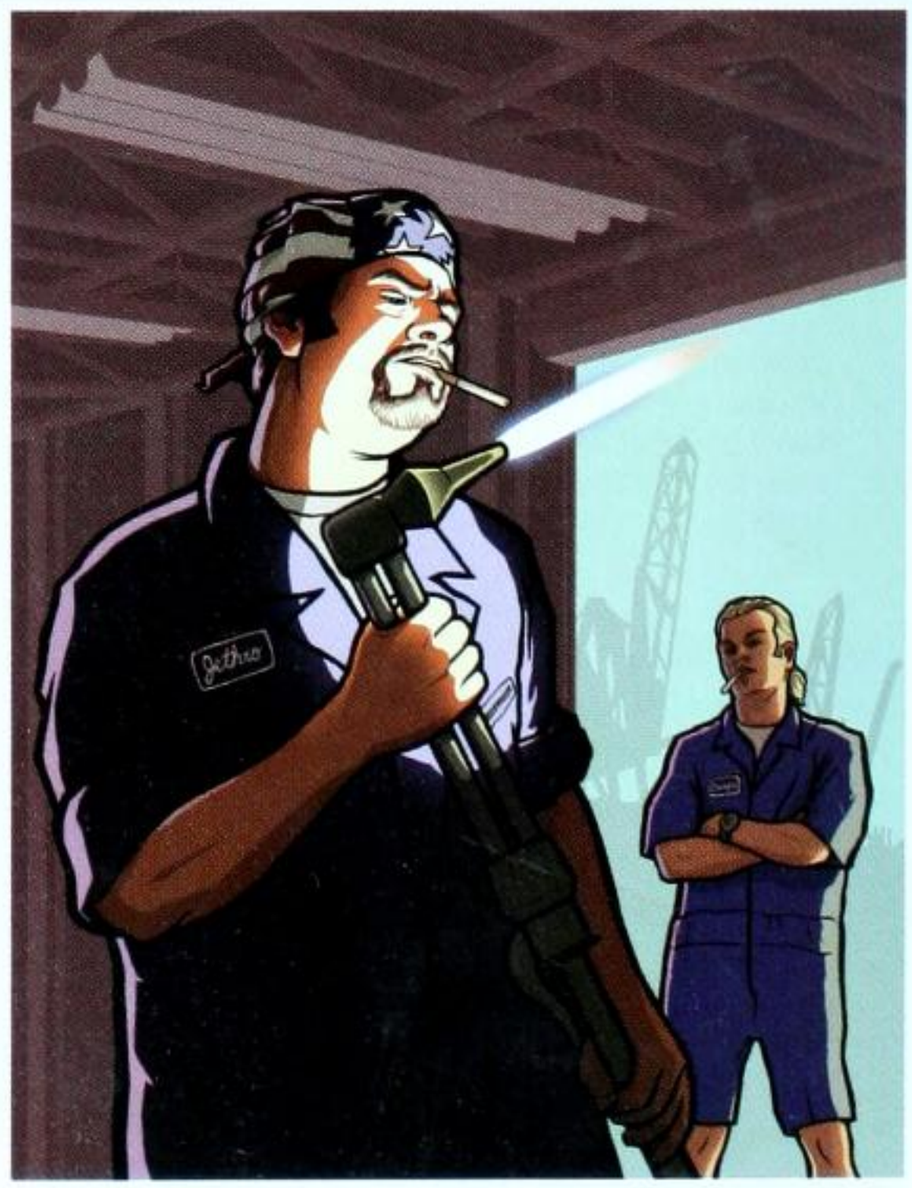
Each time you rob Big Smoke's cash-carrying courier, he increases the number of goons riding shotgun in the Patriot by one on the next trip, up to a total of four. All passengers (but not the driver) will shoot at you as you try to ram the Patriot.

COURIER mission 2

## Yay Courier (Wednesdays and Saturdays)

Twice a week, on Wednesdays and Saturdays, CJ gets a call from Cesar informing him that a motorbike courier is leaving the desolate Back O' Beyond region south of San Fierro. This is the second half of the drug transaction. The courier has a backpack filled with "yay", destined for Big Smoke in the Idlewood area of Los Santos. The courier's motorbike is marked by a red blip on the map.

To respond positively, press the Right Directional Button, then intercept the motorbike courier before he reaches his destination. Your best bet is to find a motorbike, quad bike, or some other good off-road vehicle, as the courier's route cuts cross-country. Catch him quickly, because if you hit him with gunfire, you can puncture the courier's backpack and a steady stream of white leaks out behind him. This reduces the amount of cash you earn by scoring the backpack when you finally gun down the courier.



new mission strand

# THE GARAGE STRAND

This strand is comprised of three missions, the second of which is a C.R.A.S.H. errand. CJ and Cesar, with a guiding hand from Kendl, try to establish a legitimate business and expand their base of operations.

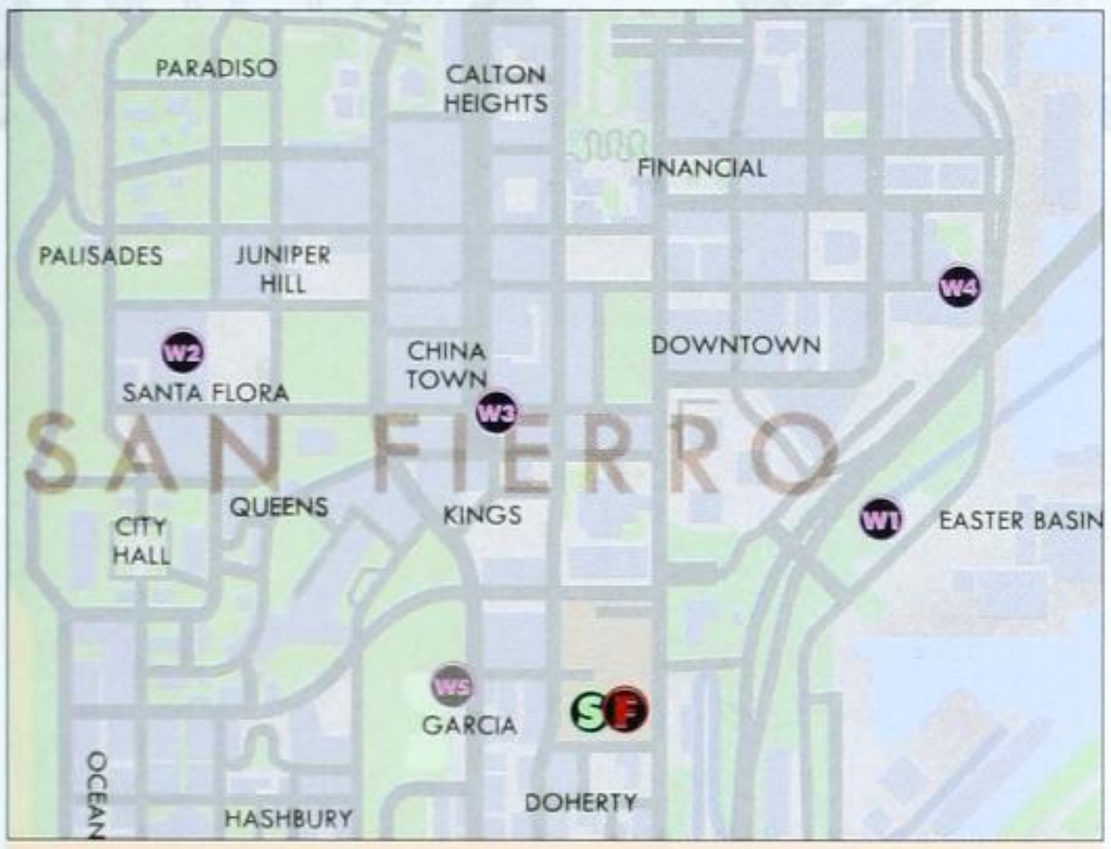


GARAGE mission 1

# Wear Flowers in Your Hair

**Gameplay Element Introduced:**
The city of San Fierro

***When CJ enters the old Xoomer garage, Cesar and Kendl are waiting to share in the joy of garage ownership. Yes, the place is a wretched disaster, but Kendl challenges CJ to do something constructive for once. The Truth knows some good mechanics and offers to take CJ to meet a couple of guys.***




- **Start (CJ's garage)**
- **Jethro**
- **San Fierro Medical Center**
- **Dwaine**
- **Police Station**
- **Zero**
- **Finish (CJ's garage)**

## Directions

### Get in Car and Drive to Jethro's Job

Jethro works at a garage in the Easter Basin area, just northeast of your location in Doherty. Drive to the blue blip on the map and listen to The Truth's running commentary. When you enter Easter Basin, he explains that it's Vietnamese gang territory, very dangerous. When you arrive at Jethro's garage, it's a Xoomer tool

Jethro should fit in quite nicely at your new place. Drive into the red marker and obey the onscreen message by pressing L3 to sound your horn. Jethro crawls out from under a tow truck and is happy to join you. CJ explains his plan to do car mods, lowriders, and all that stuff.

### Drive to the Hospital

Next, The Truth directs you to the hospital in the Santa Flora district, west of here. Follow the red-cross icon on the map to the hospital. When you arrive, The Truth makes you wait until a slow-moving van drives past. What's that all about? He won't say. Then he's ready to look for Dwaine, who's working a Hotdog van at the tram terminal in the Kings district to the east.

### Find Dwaine's Hotdog Stand

Follow the blue radar blip and listen to The Truth's odd explanation for his hospital visit—something about a sub-dermal neurophone. When you reach the Hotdog stand in Kings, press L3 to beep the horn again and bring Dwaine on board. He wants in, but he has some business to take care of first, and drives off in his Hotdog van. Next stop: the Downtown police station.

### Visit the Police Station

Follow the blue police icon to the Downtown station. When you arrive, the Truth starts talking weird again, and we see the same slow-moving van pass by. Very strange. Your next destination is an electronics shop run by a guy named Zero. The Truth thinks he can help you.

### Visit Zero's Shop

Follow the blue radar blip southwest through Kings into the Garcia district to find the shop named Zero RC. Drive into the red marker and press L3 to sound the horn. Zero sits out front, and hops in your car. The Truth introduces you and says Zero's the man you should talk to about any electronics needs.

### Back to the Garage

Now follow the yellow radar blip back to your garage in Doherty, where Dwaine's hotdog van is now parked. CJ talks to his new crew and introduces them to Cesar, then Kendl lays out her theory of property development—buy a dump, fix it up, sell it, get rich. Sounds good!

Note that CJ's garage is your contact point for the rest of this strand. Its location is marked on the map by the "CJ" icon.

### Cell Phone Call: Zero

After the scene, CJ ends up outside, and he gets a phone call from Zero. Zero's landlord is selling the building where he has his electronics shop. CJ tells Zero he might be interested in investing in the property. When the call ends, a Property icon (a green house) appears on your map, representing Zero's building. You can go there at any time and purchase it, which opens a new strand of missions.

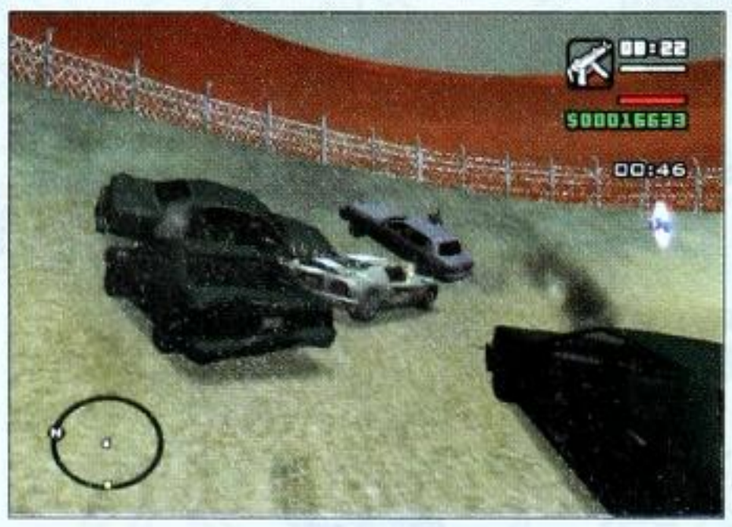
### NEW MISSION STRAND OPEN!

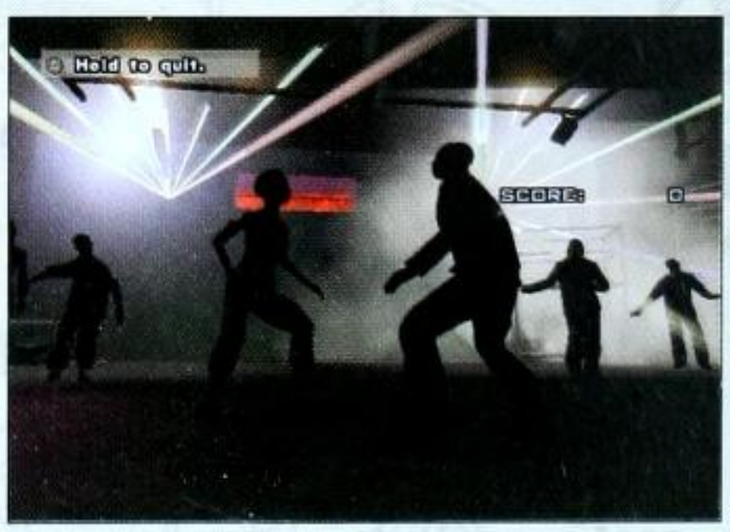
***Completing the Wear Flowers in Your Hair mission and then purchasing the property where Zero's shop is located opens up the Zero mission strand and its first mission, Air Raid. (See The Zero Strand section later in this chapter for details on purchasing Zero's building.)***

BETWEEN MISSIONS

# Beef Up!

***Use time between missions to explore San Fierro and build up your skills. Check the map for Cobra Martial Arts, the workout gym down in the Garcia district; check out the dance action at the clubs in town; drive wild in the Corvin Stadium or down south to Flint County; and consider an upgrade to your clothes and hair. If you have cash to spare, shop at the local Ammu-Nation, too. And don't forget to eat! CJ needs to maintain his energy.***

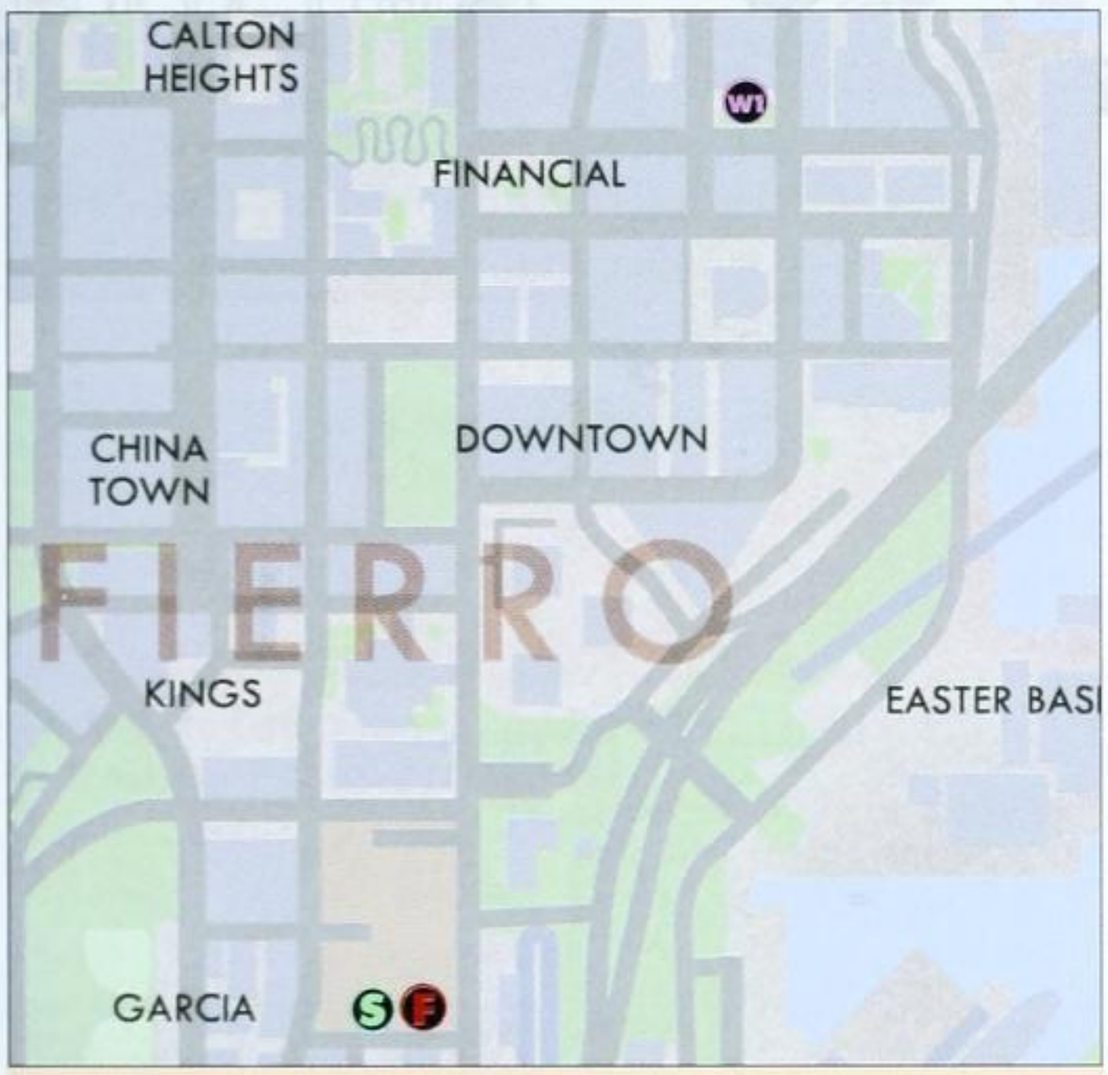


SF C.R.A.S.H.

# 555 WE TIP

***This mission brings back CJ's C.R.A.S.H. connection, but uses the garage as a base of operations. Walk into the red marker outside CJ's garage. This triggers a phone call from Officer Tenpenny. He wants you to frame the San Fierro D.A. who's trying to nail him and Pulaski. The scam: Plant some weed in the D.A.'s car, then make an anonymous call to the "555 WE TIP" crime-fighters hotline. Despite his hatred for Tenpenny, CJ is more than happy to take down a D.A., and agrees to the plan.***




**S Start (CJ's garage)**
**W1 Vank Hoff Hotel**
**F Finish (CJ's garage)**

## Directions

### Head Downtown to the Vank Hoff Hotel

Get a car and follow the yellow radar blip to the Vank Hoff Hotel in the Financial district near the heart of Downtown. Drive into the red marker to learn that the hotel operates a valet service. The D.A. will be dropping off his car here shortly. As you watch, a valet picks up a car to park.

### Follow the Valet to the Underground Parking Lot

The valet-driven car has a red marker overhead and is indicated by a red blip on radar. Follow the car around the corner to the underground garage, staying tight on its tail.

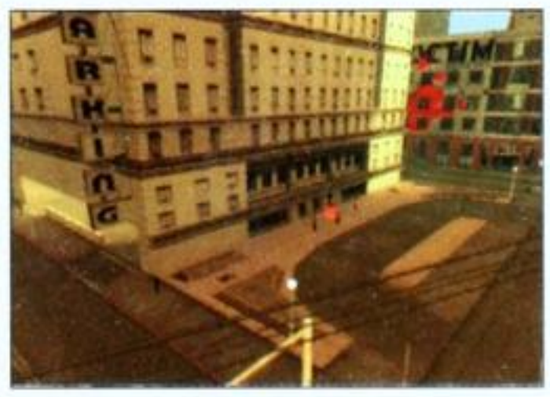
### Take Out the Valet and Grab His Uniform

Inside the garage, wait for the valet to exit the car. Chase him down quickly and terminate his pitiful life. Pick up the valet's uniform.

**Kill Unseen**

Don't let anyone see you murder the valet. Otherwise, you'll pick up a one-star Wanted Level, which foils your plan.

### Go to Valet Car Port and Wait



Run back to the valet port, the spot where the valets wait outside the hotel. When you approach, one of them says: "you must be the new guy" and tells you to get in line. Walk into the nearby red marker to learn that the D.A. is driving a blue Merit. Your goal: Be the first valet to reach his car!

### Identify and Enter the D.A.'s Car When it Arrives

Watch the street carefully. One of the other valets helps by pointing out the D.A.'s car as it approaches. When you see the dark blue car, hustle over to it. If another valet gets inside the Merit first, yank him out!

### Hurry to the Garage to Plant the Drugs!

Once you've got control of the D.A.'s car, a four-minute timer starts counting down. Hurry! Head back to your garage in Doherty. Just follow the yellow blip on the map. Avoid running over pedestrians or running into police vehicles. If you get a Wanted Level, the mission will be failed—your cover will be blown. When you arrive, park the car in the garage. The drugs are automatically planted inside the car. Now you must return it to the valet's underground parking lot.

### Park in the Marked Parking Space

You have to beat the clock, but don't be too reckless because the D.A. will notice if his car is anything but spotless. Keep under control, accelerating hard only when you see a long, clear stretch ahead. If you ding up the car, you must take it back to your garage for repair. Follow the yellow blip to the garage and drive carefully down the underground ramp. Park in the space with the red marker, then exit the car.

### Leave Car Port and Call 555 WE TIP

Follow the yellow radar blip up the ramp and out of the car port to another red marker across the street. CJ calls the 555 WE TIP hotline and the cops make the bust on the D.A.

Officer Tenpenny will be so pleased. Now jack a car and follow the "CJ" icon to head back to your garage in Doherty.

**NEW ODD JOBS AVAILABLE!**

***Completing the 555 WE TIP mission opens up the Valet Parking odd job. Return to the marker at the valet car port between missions to trigger valet missions. For details on this, see Valet Parking in our Odd Jobs chapter.***

GARAGE mission 2

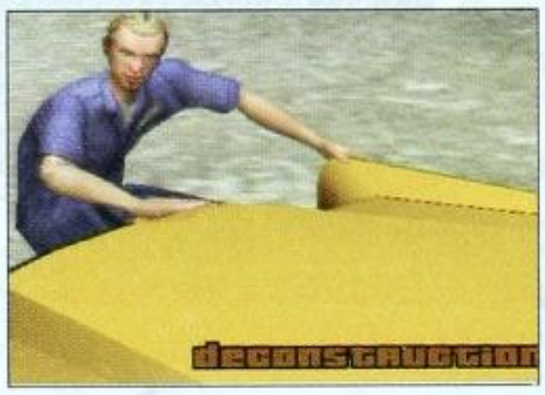
# Deconstruction

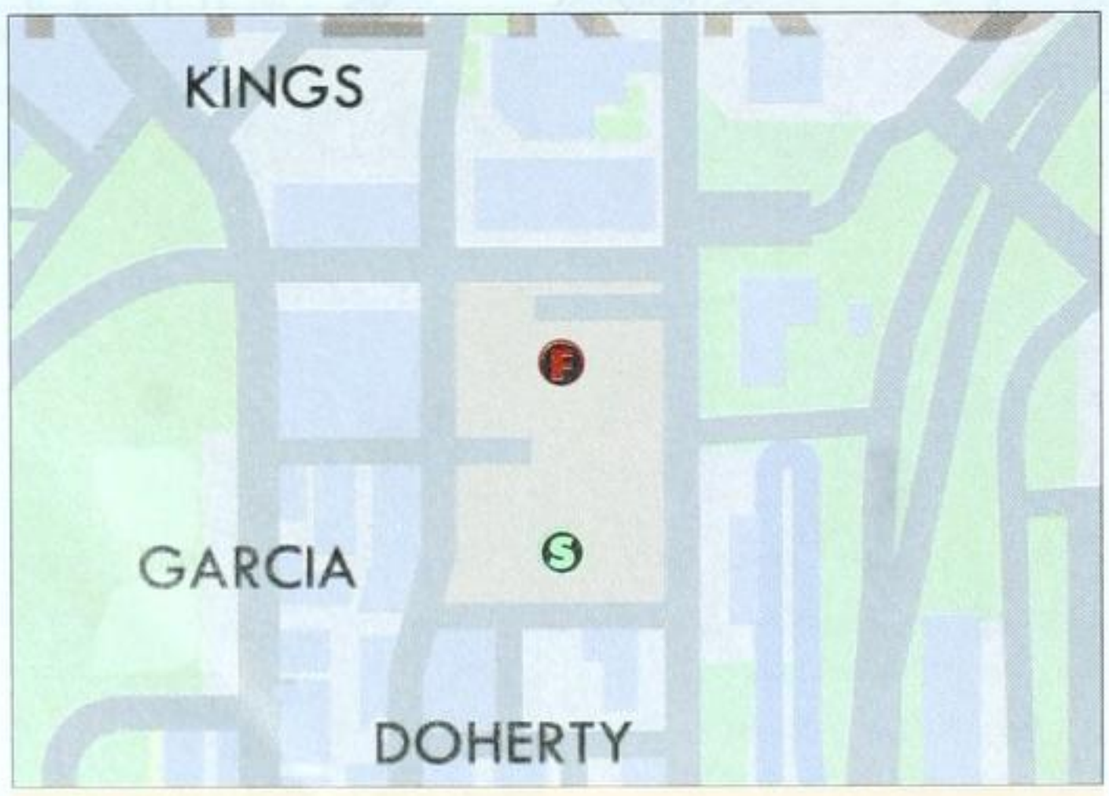
**Gameplay Element Introduced:**
Demolition

**New Vehicles Introduced:**
Cement truck, Bulldozer

**the story**

***Back at CJ's garage, the new crew is working hard, and the cars are looking fine. But some construction workers up the hill have been disrespecting Kendl. Big mistake on their part—now CJ plans to "discuss" the situation with them. As a side benefit, you might just get extra room to expand your business, too.***






**Start (CJ's garage)**
**Finish (Construction site)**

## Directions

### Destroy All Six Portables Before the Police Arrive!

Sometimes a man's work is fun, and this is a good example. Your job here is to really mess things up. Use construction machinery to "deconstruct" all six of the site's portable buildings (each one marked with a green overhead marker and shown as a green blip on radar) and kill the foreman. Your ultimate goal is to scare off the construction firm.

This mission gives you three destruction options: a crane, a bulldozer, and some explosive barrels. If you're feeling really creative, you can try all three.

**Don't Bulldoze Barrels!**

Don't run your bulldozer into the explosive barrels sitting near some of the portables. The resulting explosion will cripple the bulldozer and kill you. A good tactic: before you bulldoze, run around the site and shoot all the barrels to blow them up, just to be safe.

## Option 1: Use Bulldozer to Destroy Portables

Walk into the construction area and climb aboard one of the site's bulldozers. Next, simply drive it headlong into marked portables, splintering them into smithereens.

**What Counts in a Crunch**

Once you destroy the first portable, a timer starts counting down from three minutes, which is how long you have until the police arrive. Every time you smash a portable, the game helpfully notes how many portables are left to destroy.

## Option 2: Use Crane to Destroy Portables

To use the crane, find and enter the red marker on the ground near the tall, yellow structure. CJ takes control of the huge piece of equipment. Push the Left Analog Stick left or right to rotate the crane in that direction, and push it forward or back to move the wrecker ball correspondingly. Press the Square button to raise the ball, and the X button to lower it.

Experiment for a while to get a feel for crane operation, then go crazy—swinging the massive wrecker ball in a rampaging arc of grisly destruction, dropping it on any standing portables.

## Option 3: Use Explosive Barrels to Destroy Portables

Look around the site. Notice the red barrels sitting next to some of the portables? Yes, those are ***explosive*** barrels. Shoot to detonate each one, damaging any nearby portable.

## Bury the Foreman and His Toilet

After the last portable falls, the site foreman emerges from one of the mobile toilets. When he sees the destruction, he slinks back into the john to hide. Using a bulldozer, find his mobile toilet (the one with the red marker overhead) and push it into the nearby ditch.

Finally, hop in a cement truck and back it up to the ditch, ending up in the spot with the red marker. The truck automatically fills the ditch with cement. Ha! No more disparaging comments about passing women from ***this*** crew.

**Cell Phone Call: Jethro**

Soon after his rampage ends, CJ gets a call from Jethro, who tells you about the Advanced Driving School just up the road from the garage in Doherty, south of CJ's garage. As Jethro so eloquently puts it: "***Dude!*** Like, ***whoooaah!***"

**NEW MISSION STRAND AVAILABLE!**

***Completing the Deconstruction mission and answering the first phone call from Jethro opens up the Driving/Racing strand, marked by a red "S" icon on your map, and its first mission, Driving School. For more information on Driving School and Tournament Races, refer to our Odd Jobs chapter.***

new mission strand

# THE SYNDICATE MISSIONS

**Cash Available in Strand:**
$94,000
**Respect Gained in Strand:**
285

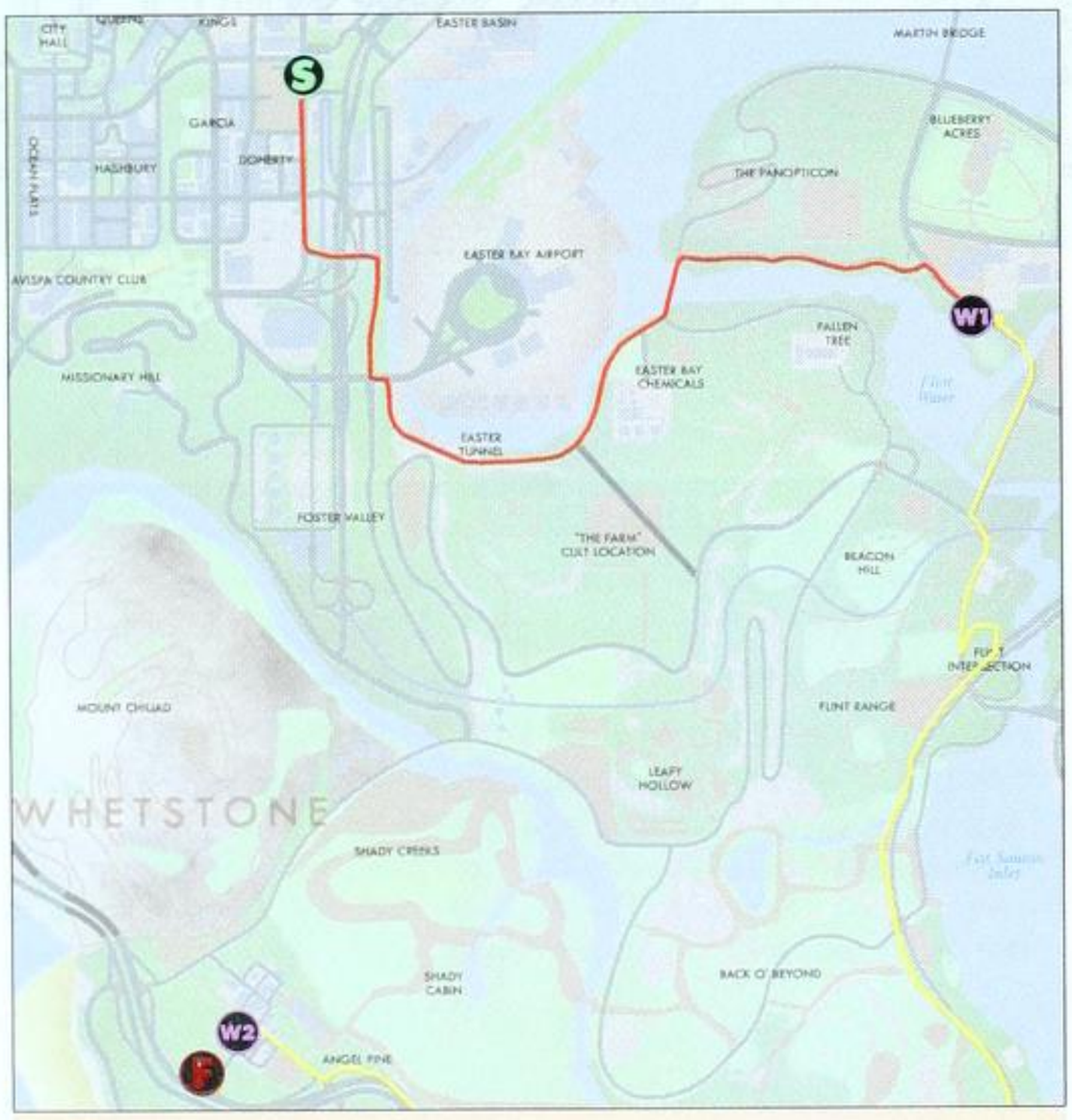
This long strand of missions takes you into that seamy underbelly of San Fierro we mentioned earlier. It also introduces you to the San Fierro source of all the junk flowing south into Los Santos.

SYNDICATE mission 1

## Photo Opportunity

**Item Obtained:**
Camera
**Respect Gained:**
15

***Return to CJ's garage to trigger a call from Cesar, who's got a tip about a Ballas car coming into town for a big drug deal. He's tracking the vehicle at the Mulholland intersection. CJ realizes this is their chance to ID the supplier and rushes off to meet Cesar.***




**S Start (CJ's garage)**

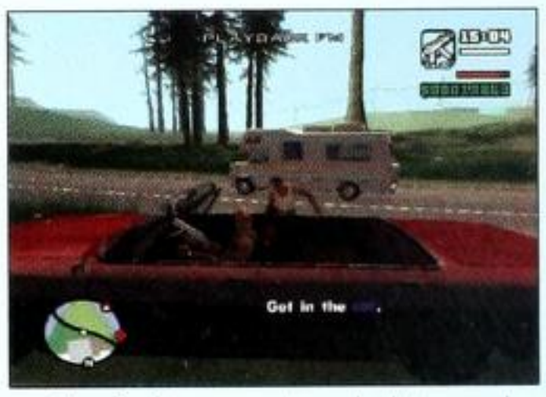
**W1 Meet Cesar**

**W2 Lovin' A Loan (roof)**

**F Finish (Gas station)**

### Directions

#### Pick up Cesar



Jack a car and follow the blue blip on your radar south out of San Fierro, then east toward Blueberry in Red County. You finally hook up with Cesar under a FleichBerg billboard, just southwest of Blueberry. Hop in Cesar's car and drive. Cesar says the Ballas were headed toward Angel Pine. Ah, your favorite town.

#### Head Down to Angel Pine

Here's another long trip. Tracking the yellow blip on your maps, set a course for Angel Pine, clear down in Whetstone County to the southwest. When you finally arrive, drive into the red marker next to the "Lovin' A Loan" building.

#### Get Up on the Roof

Get out of the car and climb the stairs to the roof of the building. IMPORTANT: Read the next section ***before*** you walk into the red marker on the rooftop!

### Photograph All Four Targets

A meeting of the drug-running Loco Syndicate is about to take place. You must take four close-up photos of the Syndicate's attendees, but they appear only briefly as they arrive. If you miss just one of the photo opportunities, you fail the mission! So pay attention to where you must aim the camera, zoom in, and shoot.

Walk into the red marker on the roof to trigger the photography sequence:

**First Shot:** Leave the camera in its starting position and zoom in straight down the parking alley ahead with the green trash can. When Cesar says, "There it is, holmes!" Ryder's pickup truck appears and parks in the alley.

Zoom in on Ryder a bit, and wait until he gets out of the truck and the red marker appears over his head. As he walks away from the truck, he pauses several times, so zoom in tight until the onscreen message reads "Take the photograph," then shoot a close-up photograph of Ryder.

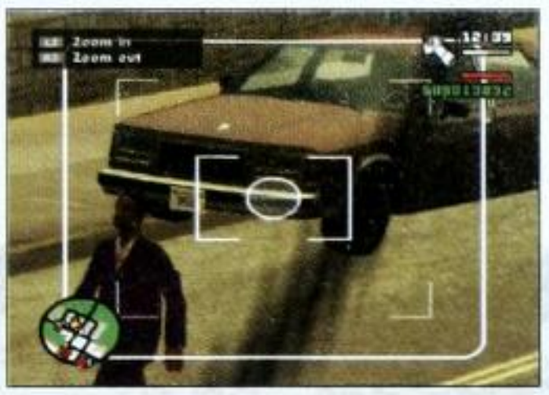
**Camera Clues**

Pay attention to the onscreen messages. The game prompts you to zoom in further if your shot isn't tight enough. When the zoom and aim are sufficient, the message reads, "Take the photograph."

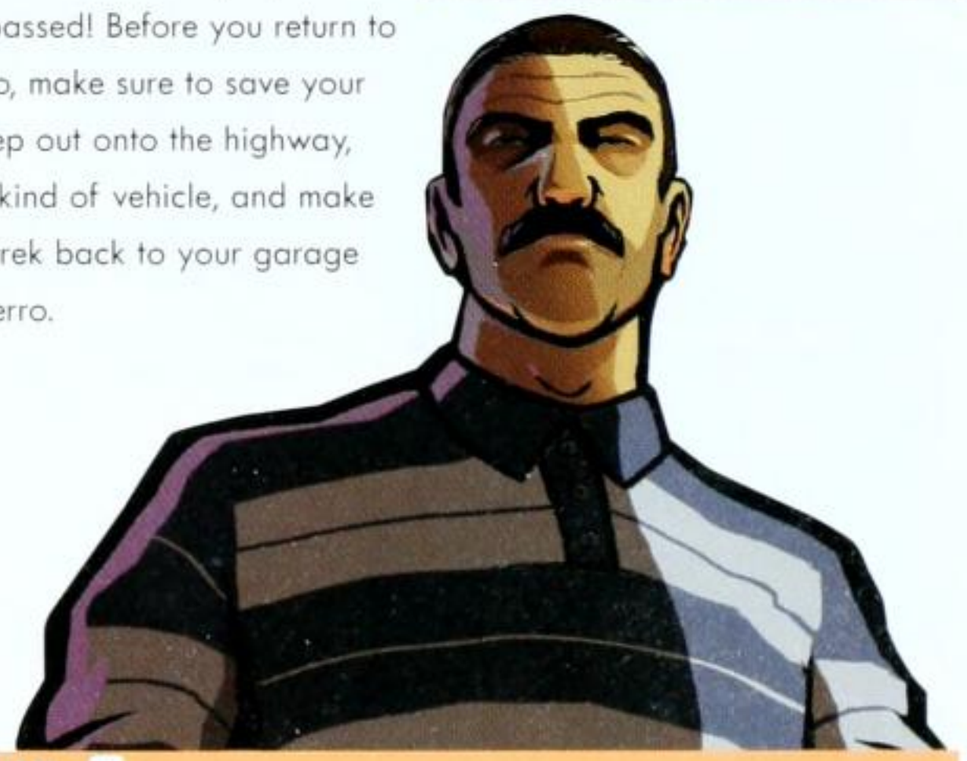
**Second Shot:** Keep the camera view focused on the alley with the green trash can where Ryder just parked. A second car pulls in and parks. Repeat the photography procedure to get a good close-up of this mustachioed gentleman in a striped shirt. Cesar says his name is T-Bone Mendez.

**Third Shot:** As T-Bone Mendez steps out to the street, a brown sedan pulls up from the right and the driver, a man in a suit, steps out. Take his picture! He moves toward T-Bone and the parking alley.

**Fourth Shot:** Next, a Broadway vehicle moves down the street from the left. This is the trickiest shot. Another unfamiliar man gets out on the passenger side. Zoom in and snap that picture, quickly, while he's facing you! But you'd better hurry, as he turns away within seconds. If you fail to get a face shot, you fail the mission.




After you get all four photos, CJ and Cesar automatically climb down from the roof and drive away to a gas station to discuss what they just saw. Cesar says you should split up and meet back at the garage, and then he drops you off. Mission passed! Before you return to San Fierro, make sure to save your game. Step out onto the highway, jack any kind of vehicle, and make the long trek back to your garage in San Fierro.



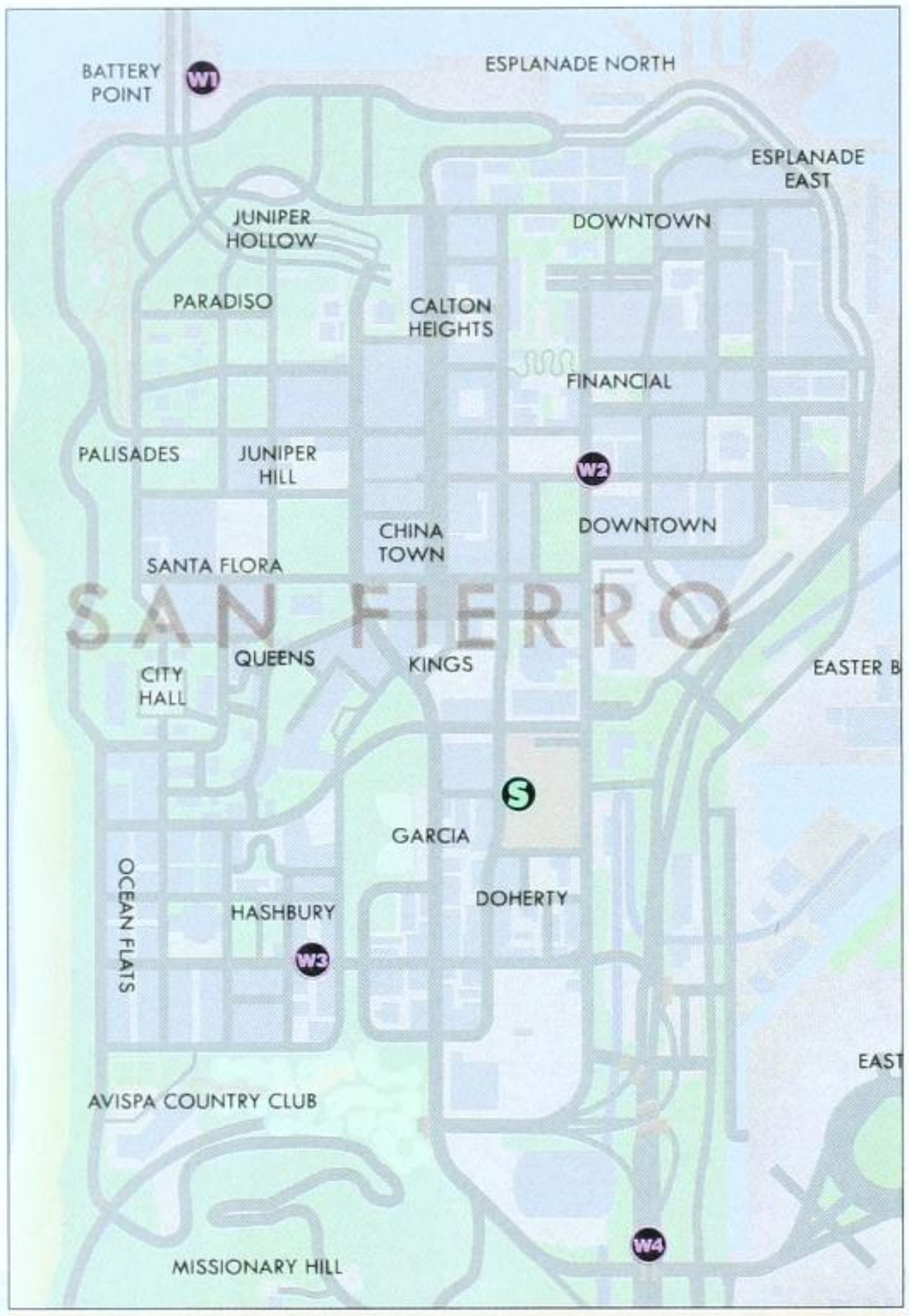
SYNDICATE mission 2

# Mission: Jizzy

**Respect Gained:** 20

**Cash Gained:** $3000

***Wu Zi Mu drops by CJ's garage for a visit. "Woozie" (as he likes his friends to call him) wants to be CJ's friend, and that's a good thing. His assistant helps identify the Loco Syndicate members in your photographs. He says they're big time with blow. He doesn't know the Syndicate leader's name, but he knows T-Bone Mendez is the muscle of the operation. The other unknown fellow is Jizzy B, the biggest pimp in town, a kind of "Concierge." CJ decides to use Jizzy to get inside with the Syndicate. Woozie says Jizzy runs the Pleasure Domes Club in the old fortress under the Gant Bridge.***




**S Start (CJ's garage)**
**W1 The Pleasure Domes**
**W2 Hotel**
**W3 Rival pimp**
**W4 Van beneath overpass**

## Directions

### Go to Jizzy's Club

Drive north to The Pleasure Domes Club. Its location is marked with the "L" icon (for Loco) on the map. The club is ***beneath*** the Gant Bridge in the Battery Point district, so turn right onto the last side street before you get onto the actual span of the bridge.

Pull into the red marker to trigger a scene in which CJ offers his services to Jizzy, trying to win his confidence. Jizzy has several tasks for CJ to perform.

### Drive Jizzy's Girl Downtown

Get in the Broadway and follow the yellow radar blip through Juniper Hollow and Calton Heights to the Downtown district. Enjoy the intellectual conversation between CJ and the nice girl on the way. When you drive into the red marker Downtown, the girl hops out and Jizzy gives you another errand via his car phone—ice a rival pimp who's been messing with Jizzy's girls.

### Waste the Pimp in Hashbury

Follow the yellow blip south to the Hashbury district to the location in front of a restaurant. The rival pimp has a red marker overhead when you arrive, and he's hassling one of Jizzy's girls. Run over the pimp with your car if you can, or just hop out and gun him down.

Easy enough! But when you call Jizzy, he has another job. Some violent psycho in Foster Valley has been killing Jizzy's girls. Go check it out.

### Save Jizzy's Girl

Head east through Garcia and Doherty to the freeway, then follow the yellow blip south toward Foster Valley. When you arrive on the scene, the two "punters" are abusing one of Jizzy's girls in their van under the freeway overpass. A Health bar for the girl appears onscreen—she's already half-dead!

Hop out of the car and rush to her rescue, gunning down both punks. Get back in Jizzy's pimp-mobile to report your success. He has one last job for you. A customer wants to take one of Jizzy's girls (the one you dropped off Downtown) out of the business. The fool wants to give her a life of legitimacy. Kill him!

### Get to the Downtown Hotel

Drive all the way back north to the Downtown district and follow the yellow blip to the hotel. When you arrive, pull into the red marker to see the target escort Jizzy's girl from the hotel entrance to a white limo with a backup SUV carrying a bodyguard.

### Eliminate the Target and His Protection

The limo and Huntley SUV take off. Follow and pull alongside the SUV first to open fire. Or, drive ahead of the convoy and shoot them with rockets as they approach. Keep firing until you destroy the bodyguard's car, then pull up next to the limo. Chase and spray it with gunfire until it, too, is ablaze. The heavy limo has a hard time climbing hills. This gives you more time to put a lot of holes in it as it slowly ascends steep inclines. CJ calls Jizzy with the report, and the pimp-meister is pleased. Now head back to the The Pleasure Domes Club, the "L" icon on the map.

### Cell Phone Call: Woozie

The next time you get out of the car, Woozie calls. He'd like you to drop by his "little betting shop" in Chinatown sometime to talk. This puts a new "W" icon on the map, representing Woozie's place. We'll cover the Woozie strand of missions later in this chapter. For now, head back to The Pleasure Domes, following the "L" icon on the map.

**NEW MISSION STRAND OPEN!**

***Completing Jizzy opens up the Woozie mission strand and its first mission, Mountain Cloud Boy.***

SYNDICATE mission 3

# T-Bone Mendez

**Respect Gained:**
20

**Cash Gained:**
$5000

***When CJ returns to The Pleasure Domes, Jizzy is having a lively discussion with T-Bone Mendez about percentages. He introduces CJ to T-Bone, who suddenly gets an urgent phone call about a Syndicate cash run that's been ambushed. CJ gets roped into the rescue mission.***

**S The Pleasure Domes Club**

**WT Ambushed van**

Directions

### Get to the Ambushed Van

Get a vehicle and rush south to the Downtown ambush site, marked by the blue blip on the map. As you arrive, the thieves try to escape by splitting up on four motorbikes, each carrying a package of stolen cash. CJ automatically hops on a nearby motorcycle.

### Chase Down Bikers and Collect All Packages

Follow the red radar blips! The thieves split up almost immediately after you give chase, so you must do some backtracking around San Fierro to retrieve all four packages. Pull up closely to each biker and either gun him down (Drive-by style) or just snatch the package from his hands by tapping the L1 button.

**Package Snatching**

When you get close to a fleeing motorbike, you can snatch the package of cash right out of the driver's hands by tapping the L1 button.

### Nab the Packages Before the Bikes Reach Rendezvous Destination

After exactly five minutes on the game clock, any remaining thieves start gunning their bikes toward a rendezvous point. You must collect all four packages before they reach it.

### Return Packages to The Pleasure Domes Club

When the final package is recovered, return to Jizzy's place under the Gant Bridge, now indicated by the yellow blip on your radar.

SYNDICATE mission 4

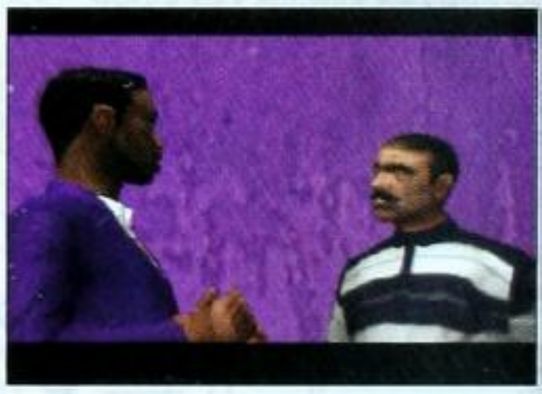
# Mike Toreno

**Respect Gained:** 25

**Cash Gained:** $7000

## the story

***Back at the The Pleasure Domes Club, an upset T-Bone is sure that someone with knowledge of the operation is hitting the Syndicate's runners. Then his fear is confirmed. Mike Toreno, the Loco Syndicate leader, calls from a van making a yay run. The van's been hijacked, and Toreno's trapped in the back! CJ joins Jizzy and T-Bone as they exit to find the boss.***



- The Pleasure Domes
- Construction site
- Easter Basin docks
- Airport security entrance
- Stolen van halts
- Pay 'n' Spray

## Directions

### Follow Toreno's Clues

The first part of this mission is a pure timed driving test. Mike Toreno will try to talk you to his location by giving clues based on what he hears. But his cell phone battery has only four minutes of juice left. As the mission begins, an onscreen timer starts counting down from 4:00.

Get in the blue-marked car with T-Bone and start heading south. T-Bone reports that Toreno can hear seagulls and heavy machinery. The first guess is the construction site in Doherty right next door to CJ's garage, and a yellow blip appears on the map there. Drive to that location as fast as you can!

### Go to Docks in Easter Basin

When you arrive at the first landmark in Doherty, Toreno says he can hear a truck reversing. He reports busy truck traffic, a freight depot perhaps. CJ suggests the van is in the dock area. Next stop: The docks in Easter Basin. Step on it!

### To the Airport, Quickly!

When you reach the Easter Basin area, Toreno hears gunfire, and theorizes that the hijackers just shot their way through a security gate. CJ knows there's no heavy security at the docks, but there is at the airport's freight depot. Accelerate to the new yellow blip on the map at Easter Bay Airport—and hurry, Toreno's cell phone battery is almost dead.

When you reach the airport security entrance, which leads to the runways, you find dead security guards and a breached gate. Drive inside. T-Bone says the "tag" should work now, and a Signal bar appears onscreen. He tells you that Toreno hid a transponder in the coke shipment.

### Use Toreno's Signal Bar to Find the Van

The transponder signal intensifies as you get closer, so watch the signal bar. When it rises, you're getting warmer, but if it lowers, you're moving away from the van. Head left or right after you pass through the gate and climb the ramp up onto the tarmac. Hurry! When Toreno's phone battery dies, so does he.

### Kill Those Goons

Once you finally spot the van, you face another dilemma. It has a two-motorcycle escort. Pull up beside the small convoy and help T-Bone ice the bikers. When the enemy group stops, more goons pile out of the van and open fire. Circle the group and fire away, or hop out and fight on foot until you wipe them out. When the last thug drops, T-Bone lets Mike Toreno out of the van.

**Easy on the Van**

**Remember, Toreno's trapped inside the van. If you direct too much gunfire at the vehicle and it explodes, Toreno dies and you fail the mission.**

### Destroy Van and Escape

Toreno's a bit on edge, and wants to torch the van and split. Step back and open fire on the van with your heaviest weapon. When it blows, it's time to run. Your Wanted Level is up to three stars! Get in the nearby Stretch limo and wait for Toreno and T-Bone to get inside. You cannot use any of the aircraft nearby, as they will not accommodate all three of you.

**Drive-up Service**

If Toreno and T-Bone don't follow you to the car after you destroy the yay-filled van, you might be too far away to trigger their "following" instinct. Just get in and drive over to them. They'll hop right in.

### Escape the Airport

The airport police are now in hot pursuit. Burn rubber across the tarmac and follow the yellow radar blip to flee the airport. Drive around the terminal to find the ramp leading down, then follow that road back through the security gate and out of the airport.

### Find a Pay 'n' Spray to Lose the Heat

Unfortunately, you're not home free yet—you still have a three-star Wanted Level. Follow the green spray paint can icon on the map to the nearest Pay 'n' Spray up north on the border between the Doherty and Downtown districts (also indicated on our mission map on the previous page). It's a wild ride, with both Toreno and T-Bone hanging out of the car, spraying gunfire at pursuing police cruisers. When you reach the Pay 'n' Spray, drive inside for a new engine and paint job.

### Return to the Pleasure Domes

Now take a leisurely drive back to Jizzy's sex club up at Battery Point under the Gant Bridge. On the way, Toreno interrogates CJ about his past and checks his wallet. When you get to the The Pleasure Domes Club and drive into the red marker, Toreno compliments you on a good job, then tells you to scram—mission passed.

Drive back to your garage in Doherty. Save your progress when you get there!

**Cell Phone Call: Jizzy**

When you step into the red marker outside your garage, Jizzy calls and says his business associates need a little assistance. He tells you to meet T-Bone at the gas station next to the docks in the Easter Basin; he's waiting for you in a four-door sedan. When you hang up, a blue blip appears on the map at the Easter Basin destination.

SYNDICATE mission 5

# Outrider

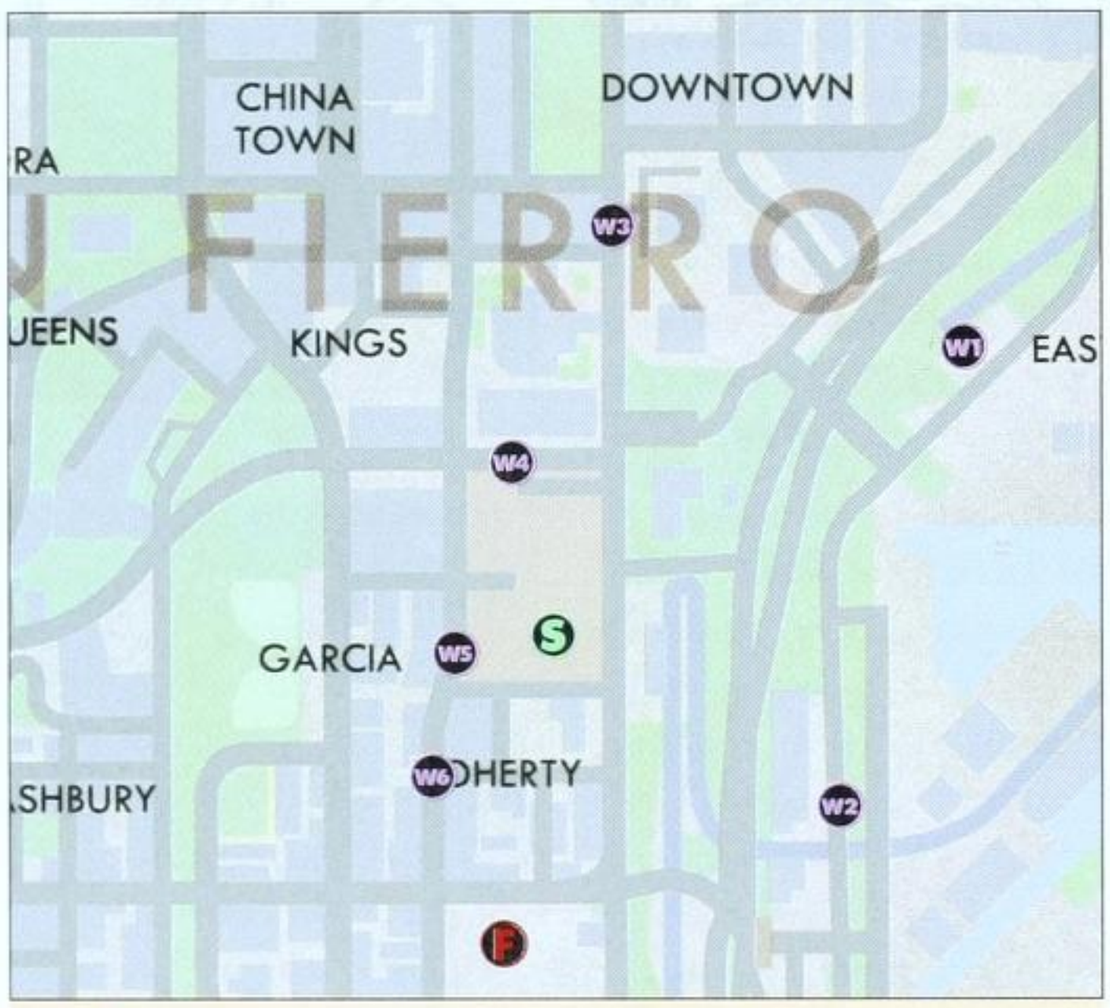
**Weapons Obtained:**
Sniper Rifle, RPG

**Respect Gained:**
25

**Cash Gained:**
$9000

## the story

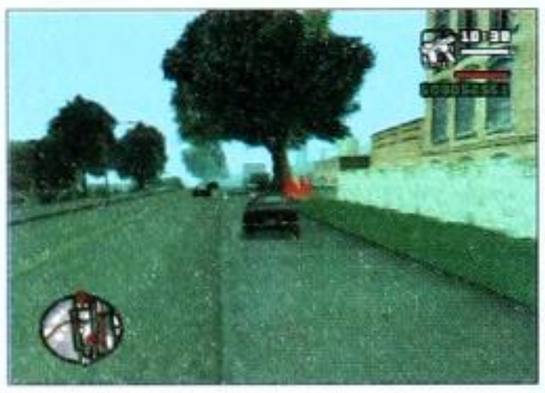
*Head northeast to Easter Basin, following the blue radar blip. Find the Xoomer service station where the designated four-door sedan sits with a blue marker overhead. When CJ approaches, nobody's inside, and the place seems deserted. But when he gets in the car, T-Bone pops up and nearly strangles him, asking who he works for. Then Mike Toreno appears and says there's a shipment to pick up. What kind of shipment do you suppose it is?*




- S CJ's Garage
- W1 Meet T-Bone
- W2 Van start
- W3 First roadblock
- W4 Second roadblock
- W5 Third roadblock
- W6 Fourth roadblock
- F Walled compound

## Directions

### Drive to Van's Location



Follow the yellow blip south to the van, which is also in the Easter Basin district. Drive into the red marker. Toreno tells you to get out and grab a bike. He's flying in a yay shipment and he wants to make sure it gets to the crack factory, so he's assigning "outriders" to escort the van.

### Pick up Escort Bike

It's important to find the Sniper Rifle and Rocket Launcher near the van, then park the motorbike under the blue marker. Your job is to destroy several roadblocks before the van reaches them. Take a shortcut around the back of Shady Industries, across Cranberry Station, and head for the first roadblock. This lets you gain time to destroy the other roadblocks.

**Rocketeer Tip**

Although the Rocket Launcher's rate of fire is fast for its type, keep in mind that you have only 20 rockets of ammo. So don't get crazy with your trigger finger!

### Use the Rocket Launcher to Destroy First Roadblock Before Van Arrives

Turn north and speed ahead of the van toward the first roadblock, marked as the red blip on the map. Stop a fair distance away from the police units blocking the street, then produce your Rocket Launcher and sling a few rockets into their midst. After eliminating the roadblock, hop on your bike and proceed to the next one.

### Clear Second Roadblock

Zip south through the destroyed roadblock, then continue in this direction down the road toward the next roadblock. This one's tougher to clear. You can launch rockets into the cruisers and take out cops on the ground, but two snipers shoot at you from high up on the freeway overpass to the left. Fight fire with fire by whipping out your Sniper Rifle to eliminate the distant shooters.

### Clear Third Roadblock

Toreno's van is probably right on your tail by now, so hustle around the corner toward the third roadblock. Again, sling rockets to clear the cruisers and ground troops, then use the Sniper Rifle to pick off cops stationed high on the walls to the left.

### Destroy Final Roadblock

The final roadblock lies directly ahead, a short distance down the street from the third roadblock. After destroying it with rockets and cleaning up with Sniper Fire, hop back on the motorbike (or jack a car, whichever is closer) and escort the van into the high-walled compound marked by the yellow blip on the map—near the border of the Garcia and Doherty districts.

Once the van is inside, CJ tells the driver he plans to draw the cops away from the crack factory. You pass the mission, but you now have a three-star Wanted Level, so the pursuit will be intense and relentless. Fortunately, the safety of your garage in Doherty is not far away. Note also that a "C" icon suddenly appears on your radar, right on top of your garage location. Guess who's in town? Drive out of the compound and make the run to your garage.

SYNDICATE mission 6

# Snail Trail

**Weapon Obtained:**
Sniper Rifle

***When you walk into the red marker outside your garage, C.R.A.S.H. Officers, Tenpenny and Pulaski, wait in the office. It seems a journalist is poking into their lucrative little side business and plans to meet with an informant today. Tenpenny wants both the reporter and his contact silenced—permanently, of course.***

the story

- S — CJ's garage
- W1 — Sniper Rifle (in pipe)
- W2 — Cranberry Station
- W3 — Market Station
- F — Reporter meets informant
- Train route

## Directions

### Find the Sniper Rifle at the Construction Site

The C.R.A.S.H. guys thoughtfully leave a weapon to make your job easier. Find the Sniper Rifle marked by the green blip on your radar. It's right next door, hidden in the now-abandoned construction site—the same one you terrorized back in the **Deconstruction** mission. Look for it tucked inside a section of sewer pipe. Pick up the weapon and you get a message that the reporter is at Cranberry Station.

### Find Reporter at Cranberry Station, Follow Him to the Informants Meeting

Get a vehicle and drive southeast toward the yellow blip on your radar. It's not far to Cranberry Station, but soon you get another message.

### The Train is Arriving—Hurry!

You don't have much time before the reporter leaves on the train. But don't worry—you can't make it, no matter what you do. As you approach, the train pulls away, heading for Market Station in Los Santos. Drive onto the tracks and follow it!

**Stay on Track**

Avoid swerving side to side across the rails as much as possible. Some of the parallel tracks have oncoming trains or just end at barriers. Bumping over the rails reduces your control.

### Follow That Train!

Stay on the train's caboose all the way to Market Station. It's a long haul south through Foster Valley, then east through Flint County. Just stay on the tracks! You can't get lost. When the train finally arrives at its destination, the reporter prepares to exit.

### Follow Reporter Out of Station

Hop out of your vehicle and climb up onto the station platform. If the reporter suspects he's being tailed, he'll get spooked and abandon the interview. In fact, a "Spook-o-Meter" appears onscreen. Keep an eye on it as you follow him; if the meter gets too high, you get a warning message, and need to back off a bit. Remember that your target has a red marker overhead, so it's fairly easy to keep him in sight, even from a distance.

### Follow Reporter's Cab

The reporter climbs the station stairs and heads toward the sidewalk to hail a cab. You need a car to follow him from this point. Jack one quickly, then park and wait. When the reporter gets into a cab, follow it. If you lose direct sight of it, just check your radar, where the reporter's cab appears as a red blip. He takes some evasive turns around the Market Station area—he's paranoid, no doubt—so stay sharp.

Eventually, the cab heads west through Vinewood and Rodeo, then zig-zags southwest to Santa Maria Beach before driving out onto the pier.

### Assassinate the Reporter and His Contact

The reporter is ready to meet his contact. Hop out of your vehicle and wield the Sniper Rifle. Both targets stand and chat in front of the Brown Starfish Bar and Grill. Zoom in and nail one of them with the first shot. The other target will start running, making him difficult to hit via the scope of the Sniper Rifle. Better to switch to another weapon, run him down, and finish him. Mission passed.

After you finish the job, make the long trek from Santa Maria Beach north to Doherty. Depending on the day of the week, you might get a phone call from Cesar reporting a courier mission to hit.

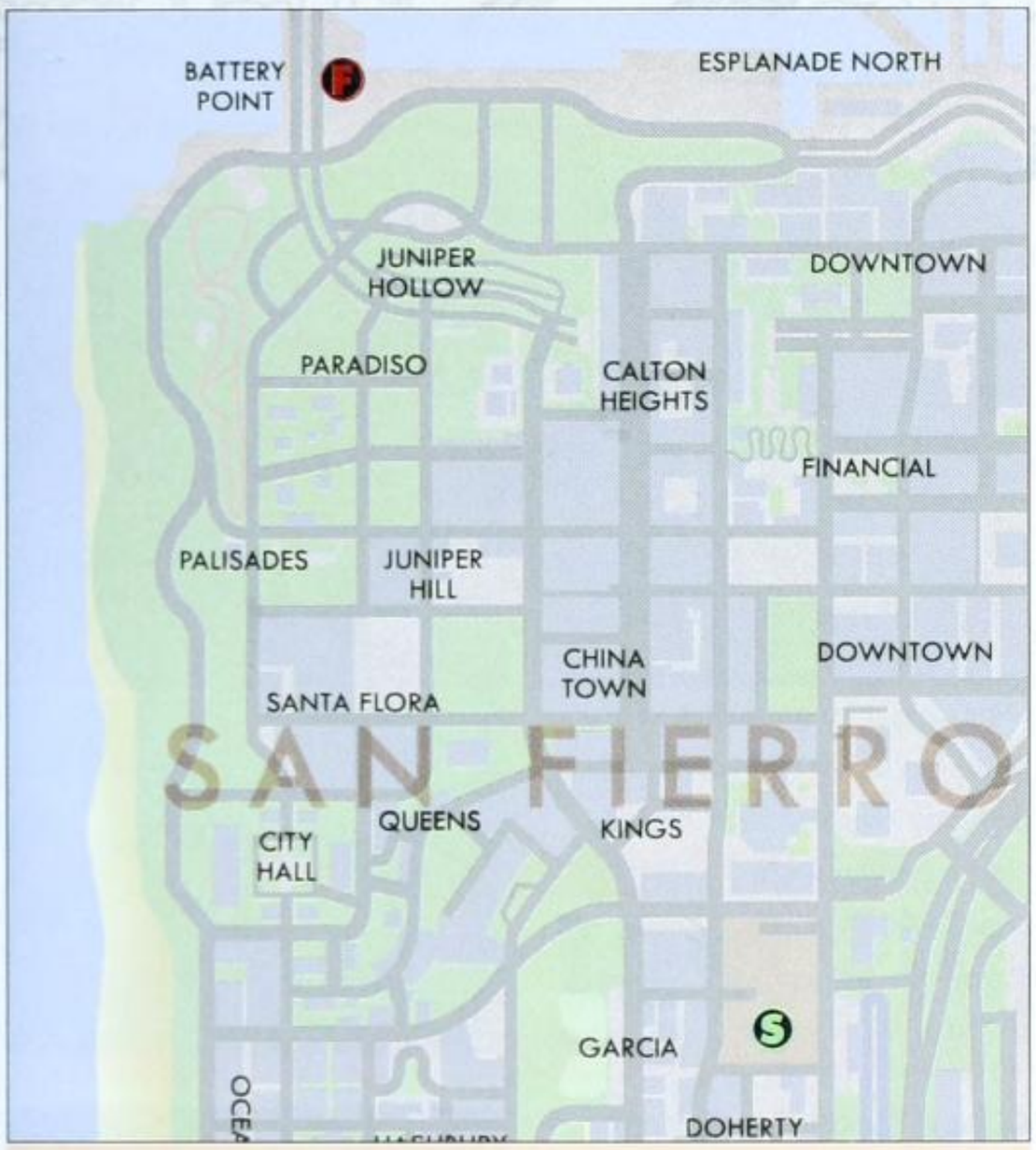
SYNDICATE mission 7

# Ice Cold Killa

**Respect Gained:**
30

**Cash Gained:**
$12,000

***Step into the red marker outside CJ's garage between 20:00 and 6:00 for this night mission. CJ runs inside and frantically searches his trunk. When Cesar asks if he's okay, CJ explains that Woozie left him a message. If CJ can get Jizzy's phone after the pimp's made the call to learn the location of a meeting, CJ can call the number, too. He can then ambush the Ballas pushers from Los Santos. Cesar gives CJ a pistol with a silencer for the hit.***




**CJ's garage**

**The Pleasure Domes**

## Directions

### Visit Jizzy at The Pleasure Domes Club

Hop in a vehicle and follow the yellow radar blip north to the Pleasure Domes in Battery Point under the Gant Bridge. When you step into the red marker outside the club, a door guard won't let CJ through the doors. You'll have to find another way inside.

### Enter the Club Via Skylight

Note that the club is directly beneath the bridge. Go around the left side of the building. See the scaffolding that runs up the bridge support? Climb its wooden ramp until you're directly over the Pleasure Domes building, then jump down onto the roof and enter through the open skylight.

### Sneak Down to Jizzy

Inside, follow the catwalk down to a platform, then find the stairs and continue down to the next level. Keep working your way downward from one level to the next until you find and enter the red marker.

This triggers a sequence where Jizzy announces he is "about to make that special call." He then dials the number of the answering machine that gives the location of the Syndicate meeting with the Ballas.

CJ needs that phone so he can hit redial and listen to the meeting location message. He approaches Jizzy and puts a gun in the pimp's face, but Jizzy's boys start a gunfight and Jizzy makes a run for it. Get that phone!

### Hunt Down Jizzy and Retrieve the Phone

Cap the gunmen and exit via the front door of the club. Jizzy and his man hop into a car and speed off. Take the nearby Stretch limo and follow. Pull up beside Jizzy's car and open fire until the car crashes or explodes and both targets drop dead. Run to Jizzy's body and grab his phone. CJ automatically calls Cesar and asks him to meet at Pier 69.

SYNDICATE mission 8

# Pier 69

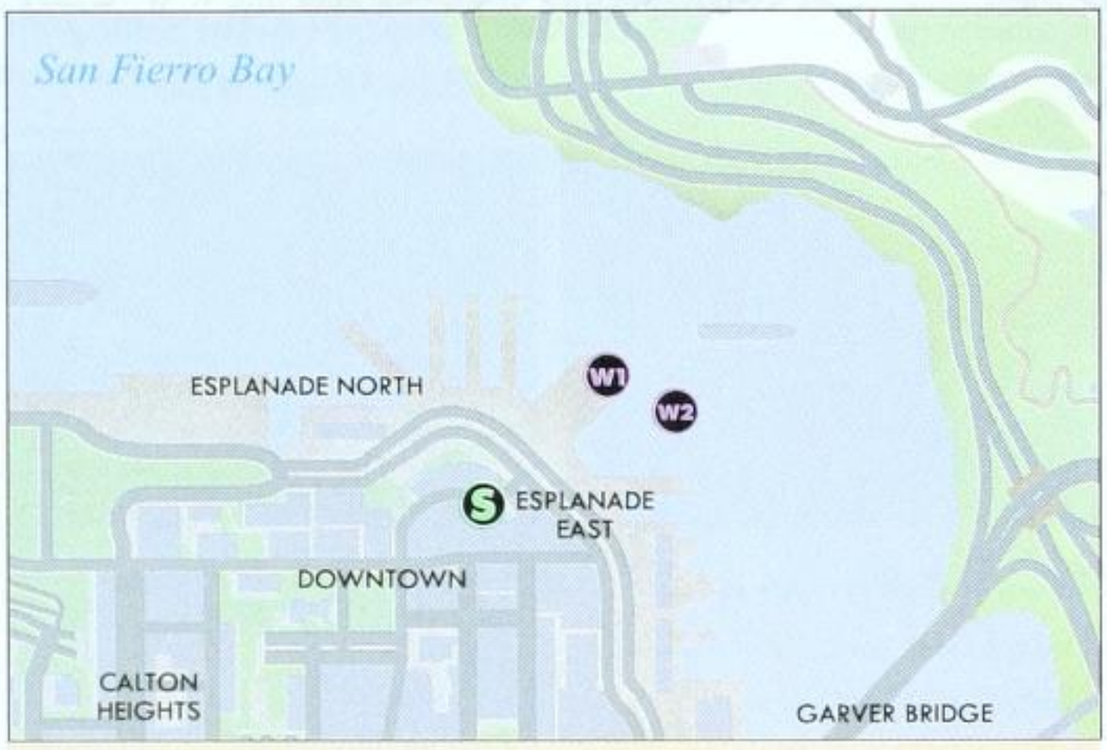
**Accomplice:**
Cesar

**Respect Gained:**
40

**Cash Gained:**
$15,000

## the story

***Drive to the red icon on the map marking Pier 69 in the Esplanade North district along San Fierro's northern waterfront. Cesar calls down from the roof of a building, telling CJ to come up and join him.***




**S Meet Cesar**

**W1 T-Bone**

**W2 Speedboats (chase Ryder)**

Woozie's Triad gang members are deployed down at Pier 69's side entrance, ready to help. But they start moving toward the roof too soon! T-Bone's rooftop sentries will have them outmanned! If the Triad leader is killed, you fail the mission.

## Directions

### Go Upstairs and Meet Cesar

Go around the right side of the building and climb the stairs at the back to meet Cesar. He shows CJ how T-Bone's security is already in place on rooftops all around the pier.

### Clear Roof So Triads Can Proceed

Use the Sniper Rifle to pick off all six Syndicate guards on the Pier 69 rooftop across the road—three on the right, three more on the left. Do it quickly! As Cesar points out, the Triads are getting cut to pieces.

When the final rooftop guard drops and T-Bone arrives with reinforcements. Then Ryder shows up. Toreno is nowhere to be seen at first, but then his inbound helicopter appears. Unfortunately, Toreno's aerial approach blows the ambush; Toreno can see the bodies on the roofs! After dropping tear gas canisters, he bugs out and the meeting blows apart as everybody runs.

### Find and Kill T-Bone!

Descend the stairs from your rooftop, making sure Cesar follows you. Sprint across the road to Pier 69; switch from the Sniper Rifle to a more suitable weapon, like the AK-47, as you go. Fight your way down the center of the pier area, watch out for shooters up on the raised walkways on either side. If you're having difficulty with the pier battle, run along the outer edges of the pier to reach T-Bone at the end while avoiding several of the enemies.

### Use Speedboat to Chase Down Ryder

Ryder takes the lead boat, so crawl into the second craft (the one with the blue marker) and give chase. Use the red radar blip to track Ryder if he gets too far ahead. When you catch his boat, pull alongside and waste him, drive-by style.

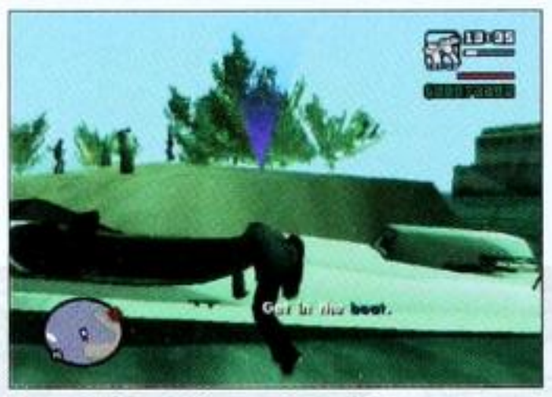
When you finally reach the waterfront, T-Bone tries to rush behind a planter on the dock. Nail him! Watch as CJ and Cesar combine to finish him off, blasting him into the water. Ryder then makes his escape by diving over the railing into the bay.

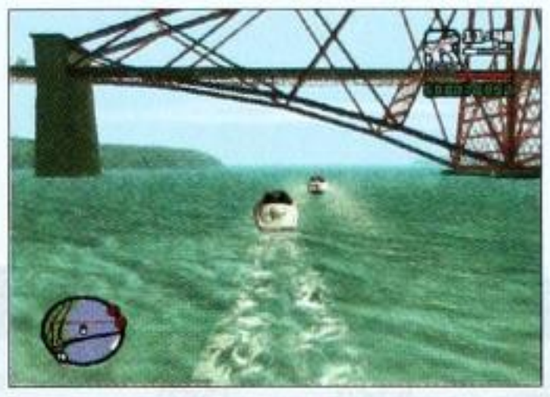
**Painless Descent**

A jump from the rooftop hurts a bit, but it takes a while for Cesar to catch up. Better to take the stairs down.

### Kill Ryder

Time for some payback for betrayal. Cesar can't swim, so this one's up to you. Run straight for the railing and climb over it to drop into the cold bay below. Swim after Ryder, following the red marker over his head. Ryder swims toward a pair of speedboats moored near a tiny island.



When you finally ice Ryder, Cesar calls and says he'll see you back at the garage. Your speedboat is fast and the waterways are light on traffic, so steer the craft all the way back west and look for a dock in Easter Basin. Then jack a car and drive back to Doherty.

SYNDICATE mission 9

# Toreno's Last Flight

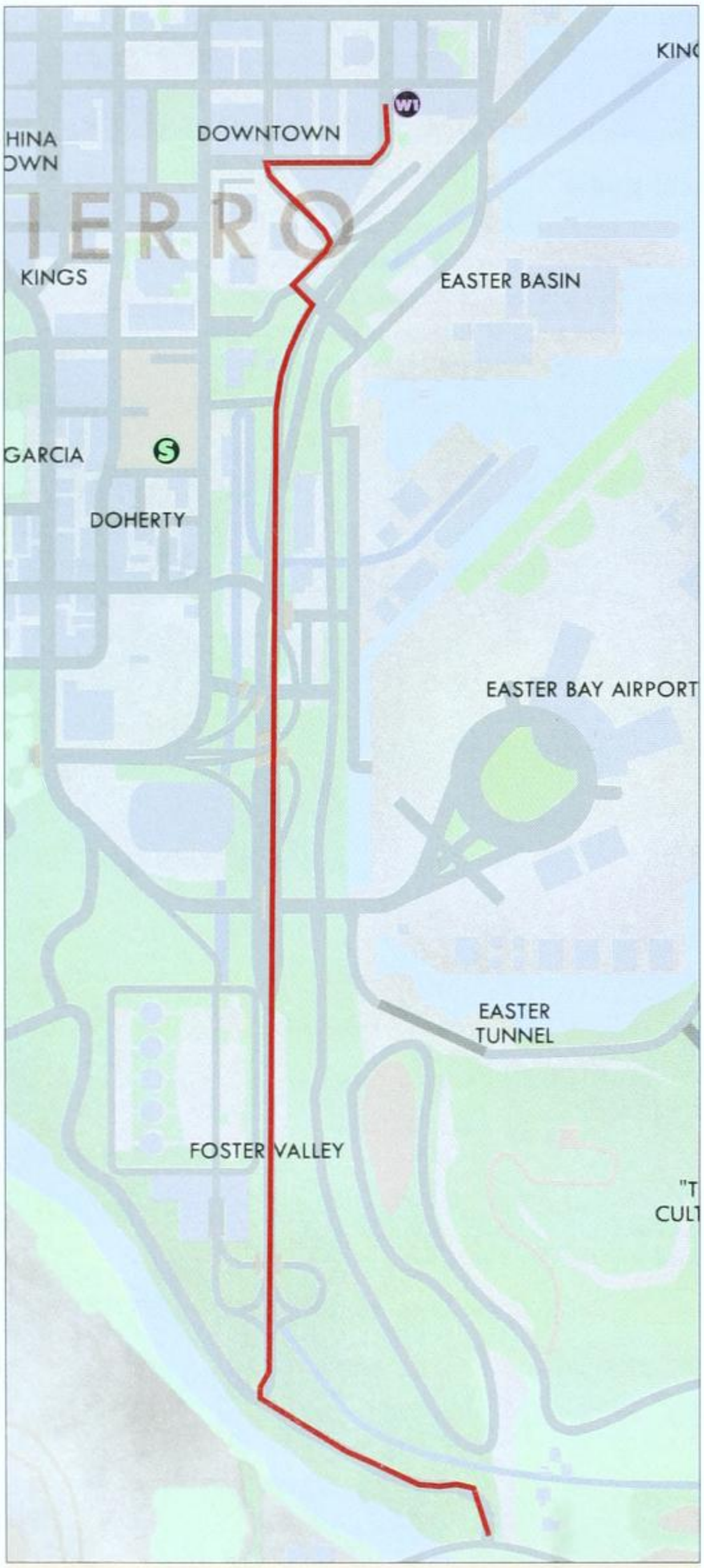
- **Weapon Obtained:** RPG
- **Respect Gained:** 50
- **Cash Gained:** $18,000

***When you return to CJ's garage, Woozie calls with hot information. Toreno is about to move his merchandise via helicopter. In fact, the drug kingpin is at a Downtown helipad right now. Let's go!***

## Directions

### Rush the Helipad and Stop Toreno

Get into a vehicle and drive northward to the Downtown helipad, following the yellow blip on the radar. When you arrive, Toreno's goons open fire from the ground and up on the helipad. Use your vehicle to run down attackers in the street, then hop out and return fire.




S CJ's garage
W1 Downtown heliport
Helicopter route

Run around the right side of the structure and fight your way down the hill to the stairway leading up to the helipad. (You see Toreno's van, its back door hanging open, just past the stairs.) As you approach the first landing, a cutscene shows Toreno's helicopter taking off. Too late! The chopper's airborne!

### Get Rocket Launcher to Bring Down the Helicopter

Continue upstairs onto the helipad, wipe out the guards, and grab the Rocket Launcher spinning on the near-left corner of the pad, then hustle back downstairs and jack a good, fast vehicle. A motorcycle works nicely. Note that a "Heli Health" bar now appears on screen. Your goal is to lower that bar to zero somehow.

#### Sniping From Afar

If you have difficulty staying alive as you run and gun your way to the helipad, then snipe the majority of the baddies around the helipad, on the helipad, and those that rush toward you when the shots ring out from the road across the street to the west of the helipad.

### Shoot Helicopter Down From Freeway

Head south down the street that runs in front of the helipad. Follow as it curves west, then take the first left. Veer downhill, jog left and then right, and zoom up the entrance ramp onto the freeway. (Follow the red blip on your radar if you get disoriented.)

Once you're heading south on the freeway, you should see the helicopter up ahead. It will foolishly follow the freeway as it flees. Accelerate well past the chopper, then quickly dismount your vehicle and wield the Rocket Launcher.

Gauge the helicopter's flight path and position the targeting box slightly ahead of where the craft will fly, then pop the Fire button just as the bird flies into box. You need to hit the helicopter with only one rocket, so rotate and fire a few shots as it flies away if you miss the first time. Try to get four or five well-targeted shots as the chopper flies past you and down the freeway.

If you continue to miss the helicopter, hop back in (or on) your vehicle and speed down the freeway ahead of the chopper again. Stop to get on foot, then fire the Rocket Launcher again as it passes. Repeat this process until you hit the chopper and it explodes. When it goes down, CJ says, "Excellent. Toreno can't have survived that fireball."

### Pick an Icon, Any Icon

Your next move depends on which missions you've passed so far. There's one more mission in this Syndicate mission strand, **Yay Ka-Boom-Boom**, but you cannot attempt it unless you've also completed all five of the Woozie-related missions, too.

If you haven't done so yet, then head for the "**W**" icon on your radar and complete the Woozie mission strand. However, if you've got $30,000 to spare (and you should by now), you can visit Zero's shop in the Garcia district and buy the building, thus becoming Zero's landlord and opening up the optional (but very fun) Zero strand of missions (see our ***Odd Jobs*** chapter for details).

**MISSION PASS (1 OF 2)**

***Completing Toreno's Last Flight gives you one of the two prerequisites needed to open the Yay Ka-Boom-Boom mission later.***

SYNDICATE mission 10

# Yay Ka-Boom-Boom

**Gameplay Element Introduced:**
Car Bombs

**Respect Gained:**
60

**Cash Gained:**
$25,000

***Back at the garage, Cesar congratulates CJ on a job well done, but CJ isn't celebrating. It seems his Los Santos hood is splintering apart over the yay, and now he's got the murder of a homey on his hands. Cesar insists CJ has done something good, but Woozie points out the dealing isn't over until you take out the crack factory.***

**S** CJ's garage
**W1** Bomb Shop
**W2** Entrance to compound
**W3** Ramp into crack factory

**PREREQUISITE NEEDED!**

***This mission is available only after you complete Toreno's Last Flight from the Syndicate mission strand, plus the final mission of the Woozie mission strand, The Da Nang Thang. In other words, you can't play this mission until you've completed the entire Woozie mission strand and all of the previous Syndicate strand missions.***

## Directions

### Pick Up the Wired Car From Bomb Shop

After the cutscene, CJ gets a call from one of Woozie's workers. He's rigging up a car with explosives to destroy the crack factory. Grab a car and follow the yellow blip north to the Downtown bomb shop.

**AK Job**

If you don't have an AK-47 yet, drop into your local Ammu-Nation and pick one up for this job.

Drive into the red marker outside the shop. Inside, CJ takes the wheel of the wired car and learns it has a delayed timer, giving him time to get out after triggering the detonation sequence.

### Eliminate the Guards at the Crack Lab

Drive south, following the yellow blip to the entrance of the Syndicate crack factory, a walled compound just south of CJ's garage.

The front gate is closed, but if you do a Drive-by (or just get out of the car) and gun down the two gate guards, the gate opens so more guards can pour out in support. Take advantage of the moment and rush your attackers, clearing the area, then wheel the wired car into the compound yard.

### Use Ramp to Enter the Crack Lab

Drive around to the back of the yard. As you approach a pair of white fuel tanks, turn right and steer the car straight up a short ramp and into the warehouse interior.

### Park Car Near Chemical Containers

Once inside, turn left and stop. Get out and move through the warehouse, gunning down any guards you can find to clear the area. Return to the wired car and drive through to the red marker near the tall chemical tanks on the crack factory's back wall. Press the Circle button to activate the bomb.

### Evacuate Building Before Bomb Explodes

Time to jet! You have exactly 40 seconds to fight your way out of the warehouse. Watch out for the shooter on the catwalk high on the right side. Shoot him first, then take aim at other targets on the run. Don't be distracted by anything, no matter how "interesting." Run out of the warehouse through the nearest doorway. If you make it out in time, the factory goes up in a fireball.

### Escape Via Main Gate

But it ain't over yet... You still need to escape the walled compound. More angry guards rush you or take potshots from atop containers and crates. There's no timer, so don't be hasty. Move carefully through the yard, using cover and side-rolling around corners. A good Assault Rifle is worth its weight in gold right about now.

One last obstacle remains, however. As you approach the main gate, it slowly slides shut. You're trapped!

### Use Car to Ramp Over Wall

Fortunately, a car enters just as the gate closes. Jack the Voodoo (the one with the blue marker overhead) and run the gauntlet to the back of the yard again, then turn around and make a full sprint into the decrepit building with the collapsed ceiling.

The fallen ceiling forms a perfect ramp that allows you to shoot onto a stack of crates and bounce over the compound wall into the city street. Drive back to CJ's garage in Doherty to complete the mission.

After CJ hangs up, a new "?" icon appears on your radar, indicating the location in Tierra Robada. You are free to go there now, but proceed to the next section if you haven't completed the Zero strand of missions yet.

### Cell Phone Call: Mystery Man

Soon CJ gets a phone call from a mysterious man who claims to be a friend with information about Sweet. He invites CJ to visit his ranch in Tierra Robada—cross the Garver Bridge, head south, he says. The "friend" gets a tad demanding by the end of the conversation.

new mission strand

# THE ZERO STRAND

**Cash Available in Strand:**
$15,000

Once Zero calls CJ to say his shop's landlord is selling the building, you can purchase the property for $30,000. If you have the funds, go to the building's location (marked as a green house icon) in the Garcia district of San Fierro. Walk into the spinning green house marker just outside the front door of Zero's shop, then press L1 to buy the property.

The shop now appears as a "Z" icon on the radar. You get a cell phone call from Zero to confirm the purchase. (He wasn't around for the deed signing because he was "on a reconnaissance mission deep within enemy territory.") This officially opens up the Zero strand of missions.

ZERO mission 1

# Air Raid

**New Vehicle Introduced:**
RC Baron

**Cash Gained:**
$3000

***Go to the "Z" icon on the map and walk into the red marker outside Zero's shop. CJ enters and greets Zero, who is not exactly cheery today. Berkley is back! A mortal enemy ever since Zero beat him in the Science Fair, Berkley now seeks cruel revenge. When Zero's radar alarm goes off, Zero vows to fight to the end, and drags CJ up to the roof.***

**Zero's RC shop**

### Use the Minigun to Eliminate Enemy Threats

The game perspective switches to first-person shooter. Berkley has launched a full-scale attack on Zero's three rooftop transmitters. CJ calls the attacking mini-biplanes "just toys," but they drop very real bombs. Press the Circle button to fire the minigun, and start nailing the incoming bogies. Meanwhile, Zero runs around with a fire extinguisher, trying to save his transmitters.

A Time counter (counting down from 3:10) and a Signal bar appear onscreen. You must defend Zero's transmitters and keep their signal alive for three minutes to avoid failing the mission. The mini-biplanes go down easily, but they're hard to hit. Watch for them passing directly overhead as they make bombing runs. If they approach in squadrons of four or five, strafe back and forth across their formation. Do not shoot Zero! If he dies, you fail the mission. Your best bet is to attempt this mission at night, as the planes are easier to see.

### Victory!

If even one transmitter survives the three-minute attack, you win the mission and Zero shouts out one of our favorite lines in the game: "As long as we have opposable thumbs, ***we will fight you!***" After the victory, walk into the red marker outside Zero's shop for the next mission.

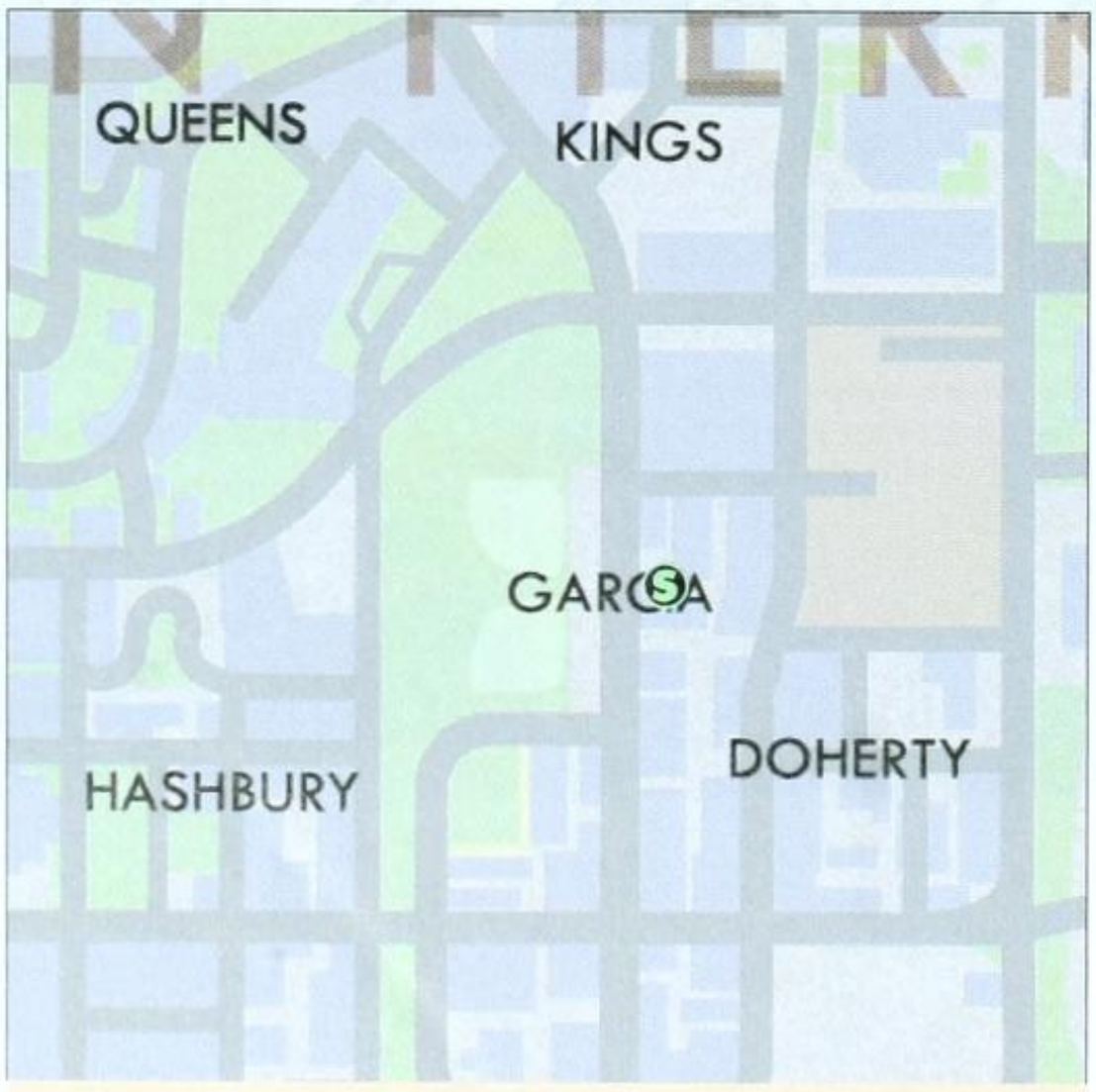
ZERO mission 2

# Supply Lines

**Cash Gained:**
$5000

the story

***Berkley has humiliated Zero by hanging him on a closet hook... by his underwear. CJ helps Zero down, and then helps him plot revenge. The plan: Use a prototype mini-bomber called the RC Baron to knock out couriers (both vans and bikes) delivering goods for Berkley's mail order business.***




Zero's RC shop

Directions

### Destroy the Couriers!

Five couriers make deliveries around San Fierro for Berkley's business. Red blips indicate their locations on your map. Your RC Baron starts with only five and a half minutes of fuel, indicated by the onscreen Fuel gauge, so you must work quickly.

**RC Baron Controls**

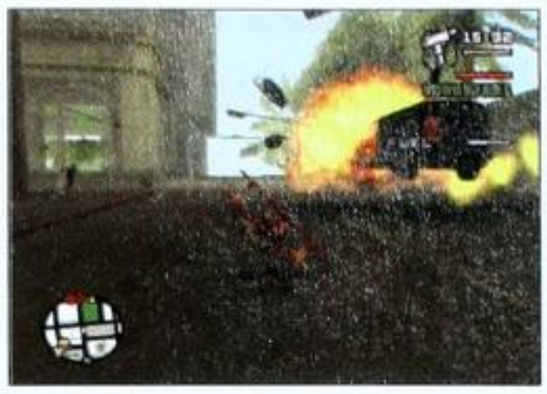
Press the X button to increase throttle and the Square button to decrease throttle. Use L2 to turn left and R2 to turn right. Press R1 to fire machine guns.

Fly to the nearest red blip. The courier has a red marker overhead, making it easy to spot him below. Drop the RC Baron behind the courier and open fire, following close if the target manages some evasive maneuvers. If you nail a van, the driver bails out. Shoot him, too! As the onscreen message says, "Punish him for his war crimes!" Death to courier drivers!

**Courier Worrier**

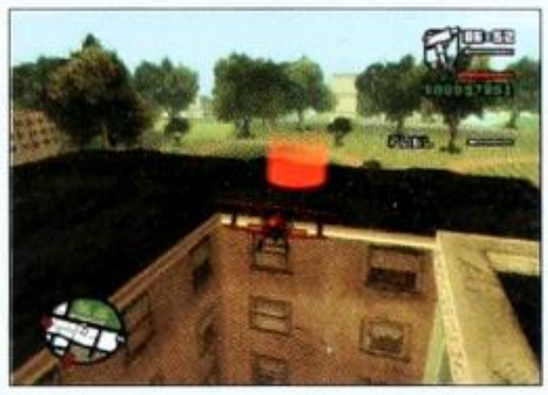
Berkley's couriers are armed and will return fire if you don't take them out in your first pass. Watch out for the crisscrossing power lines above San Fierro streets, as well.

Continue the hunt. All in all, you target three vans and two bike couriers. After the fifth Berkley courier suffers the blazing vengeance of Zero, you have one last task.



### Fly Back to Zero's Roof

Hurry! If the Baron runs out of fuel before reaching Zero's roof, you fail the mission. Speed your RC Baron back to its base, which is marked now by the yellow blip on the map. When you get close, you can see the red marker on Zero's roof. Fly the Baron into the marker to complete the mission. You end up back on the street outside the Zero RC shop. Walk into the red marker to trigger the last Zero mission.



ZERO mission 3

# New Model Army

**New Vehicle Introduced:**
RC Goblin

**Cash Gained:**
$7000

***Zero girds his loins for battle—a final, apocalyptic showdown with Berkley and his robotic minions. Zero will drive a remote-controlled car called the Bandit across No Man's Land to Berkley's HQ. Your job is to fly a Goblin mini-helicopter in support, helping the Bandit reach its destination.***

**Zero's RC shop**

### Remove Bridge Barrel

When the mission starts, Zero's first Bandit starts moving down the road toward Berkley's base. The first impediment is a barrel blocking the bridge. Lower the Goblin down over the barrel and press the Circle button to pick it up so the Bandit can proceed.

## Directions

### Support Zero's Bandit

Your Goblin has a magnet that can pick up metal objects. You have exactly eight minutes to complete this mission, with an onscreen timer counting down from 8:00. Zero has three Bandit mini-cars, but he can drive only one at a time. The current Bandit has a blue marker overhead, and a blue blip indicates its location on your radar map.

**Copter Controls**

Use the Left Analog Stick to move the copter, tilting the craft in the direction you wish to maneuver it.

Press X to raise the Goblin and Square to lower it.

Drop onto an object and press Circle to pick it up, then press Circle again to drop it.

Press R2 to rotate the Goblin clockwise and L2 to rotate it counterclockwise.

### Remove Road Barrel

Unfortunately, Berkley has a Goblin, too. He uses his mini-copter to block the path of your Bandit. First, he drops another barrel on the road. Go pick it up to free the Bandit again. You can destroy Berkeley's helicopter with a bomb. Hit him near his base as he's hovering to collect a can.

### Destroy Berkley's Tanks

The next obstruction is a gap in the road that must be bridged. Here's where it behooves you to ignore Zero's whining demands. If you bridge the gap as he insists, his Bandit continues moving up the road right into the gun sites of Berkley's Tiger mini-tanks.

Three Tigers lurk along the route leading to Berkley's base. When Zero's Bandit gets into range, they open fire and inflict serious damage. Our advice is to leave the Bandit stuck at the impassable river for a while. Instead, hustle back to the base to pick up a bomb, then return and drop it on the first enemy tank lurking along the road that leads to Berkley's base. Repeat for the other two Tigers along the road.

**Bombs Away**

Bombs give you a one-drop tank knockout. You can drop other objects, like barrels, onto Tigers to damage them, as well, but bombs give you the best bang for the buck.

### Bridge River with Plank From Base

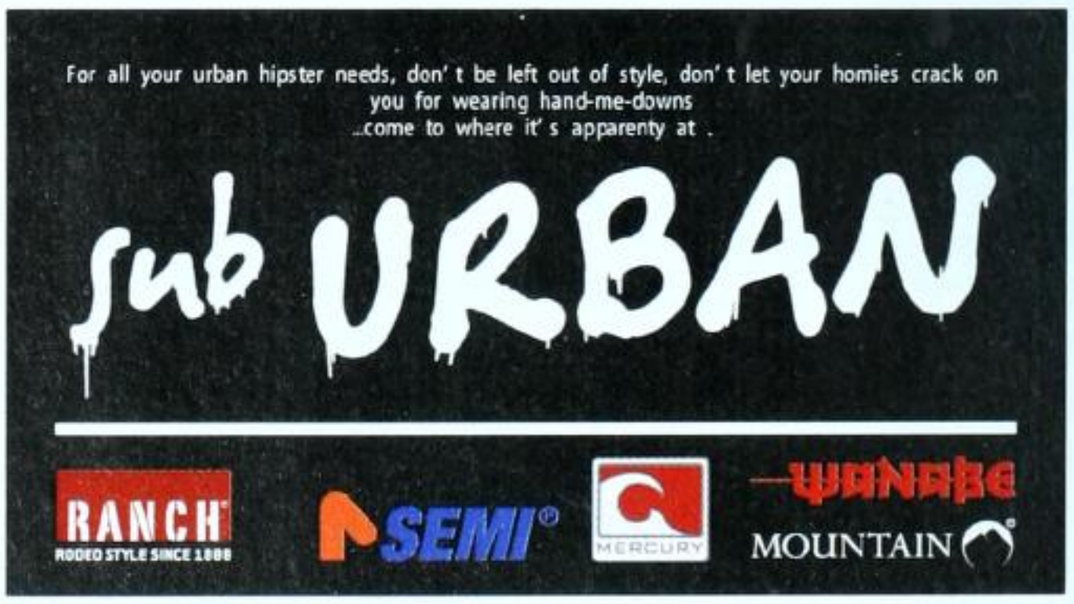
With the Tigers eliminated, you can relax a bit knowing that Zero's Bandit won't be destroyed while you're rushing back and forth from your base. Now pick up one of the five long planks on the ground in your base. Carry it back to the gap, and drop it over the river to bridge the chasm.

### Clear Final Obstacles

Now you're essentially home free. Pick up another plank from your base and bridge the second gap up ahead on the road. Then fly along the route and clear any other barrels dropped by Berkley's Goblin. Watch as Zero's Bandit rolls into Berkley's base, and listen to Zero gloat.

### Asset Acquired!

Completing the **New Model Army** mission solidifies the Zero RC store as a solid, rent-paying tenant. This property will now generate revenue up to a maximum of $5000. Make sure you collect it regularly by returning to the location and moving through the "**$**" icon in front of the store.


For all your urban hipster needs, don't be left out of style, don't let your homies crack on you for wearing hand-me-downs
...come to where it's apparenty at .
sub URBAN
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RODEO STYLE SINCE 1888
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MERCURY
WANNABE
MOUNTAIN

new mission strand

# THE WOOZIE STRAND

**Cash Available in Strand:**
$45,000
**Respect Gained in Strand:**
100

Wu Zi Mu, or Woozie to his friends, heads a San Fierro-based gang known as the Mountain Cloud Boys, a branch of the Chinese Triad family. Their home is in China Town, and some eccentric characters populate the group. You must complete this strand in order to advance from San Fierro into the next area of the game.

## WOOZIE mission 1

# Mountain Cloud Boys

**Accomplice:**
Woozie
**Respect Gained:**
10
**Cash Gained:**
$5000

the story

***Follow the "W" icon on the map to Chinatown and walk into the red marker outside Woozie's place. As CJ heads upstairs to meet Woozie, a guard tells him about "the boss's curse"—he's blind! CJ wonders how that can be, given the car racing last week.***

***When CJ enters the office, Woozie greets CJ as a friend and explains how things work in his organization. (Here CJ makes an amusing attempt to test Woozie's blindness.) He reintroduces himself as the boss of the Mountain Cloud Boys, and says his job is to mediate disputes between local Triads without bloodshed. For example, Woozie plans to meet with a Triad who failed to "show face" at the last Tong meeting, gathering of all the local families. He asks CJ to join him.***

**S** **Woozie's place**
**W1** **Storehouse**
**** **Alley to Blood Feather storehouse**

## Directions

### Take Woozie to the Tong Meeting

Get a car, make sure Woozie gets inside too, and drive around the block to the storehouse owned by the Blood Feather Triad. (Follow the yellow radar blip if you get lost.) On the way, Woozie says some small-time Vietnamese gangs have been making trouble recently, and their newfound courage makes him nervous. When you arrive and drive into the red marker, Woozie looks for a loose cobble on the sidewalk.

As Woozie leads the way in, a group of men suddenly sprint out of the nearby alley. Woozie senses that something is not right. As the blind man proceeds around the alley corner, hand out in front of him, CJ is a bit confused. Follow him as he leads you through an open security gate—one that Woozie says in usually locked.

### Noodle Up

Grab a bite to eat at one of the food stands in the alley. CJ can always use an energy boost.

You soon find the reason for all the confusion: a brutal ambush! The Blood Feathers lie slaughtered, wiped out. A Triad reports it was a Vietnamese ambush, then a carload of Da Nang boys, one of the local Vietnamese gangs, smashes through the gate behind you and hops out, ready for battle.

## Escape Alley Trap and Protect Woozie

Woozie's health bar now appears onscreen. If he dies, the mission ends in failure. Open fire on the attackers up the alley. Woozie helps, inflicting decent damage for a blind guy. Keep moving forward, trying to lead Woozie out of the alley as you fight through Da Nang attackers.

A sniper opens fire at the bend, and another squad of Da Nang attackers rush down the alley. Woozie stays low and tells you to take out the sniper. Gun down the attackers first, then target the sniper who is posted up high on the left side of the alley near the J-shaped steam pipe that protrudes from the wall.

When you finally get near the alley entrance, CJ and Woozie automatically hop into the car parked there. More Da Nang boys drive up and block the alley, but CJ backs into them, smashing his way out.

## Let Woozie Destroy the Attacking Da Nang Cars

Time for a little car-to-car shootout fun; Woozie provides Drive-by firepower while you drive. Two red Da Nang Thang cars chase you. Spin around and let the enemy pull up beside you so Woozie can blast them with remarkably accurate gunfire, uh, for a blind guy. Add your own Drive-by skills, too, of course. Say, did we mention that Woozie is blind?

## Drive Woozie Back to His Place

After you dust both Da Nang boys' cars, follow the yellow radar blip back to Woozie's headquarters. When you drive into the red marker outside, Woozie gives you $5000 worth of appreciation for your help. Watch that blind guy ***sprint*** into his building—with one hand held out, of course.

WOOZIE mission 2

# Ran Fa Li

**Respect Gained:**
15

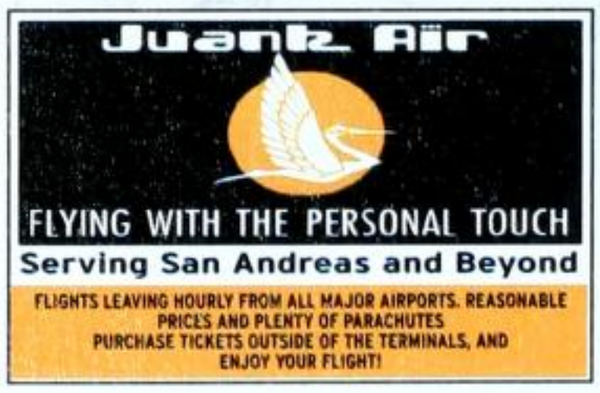
**Cash Gained:**
$6000

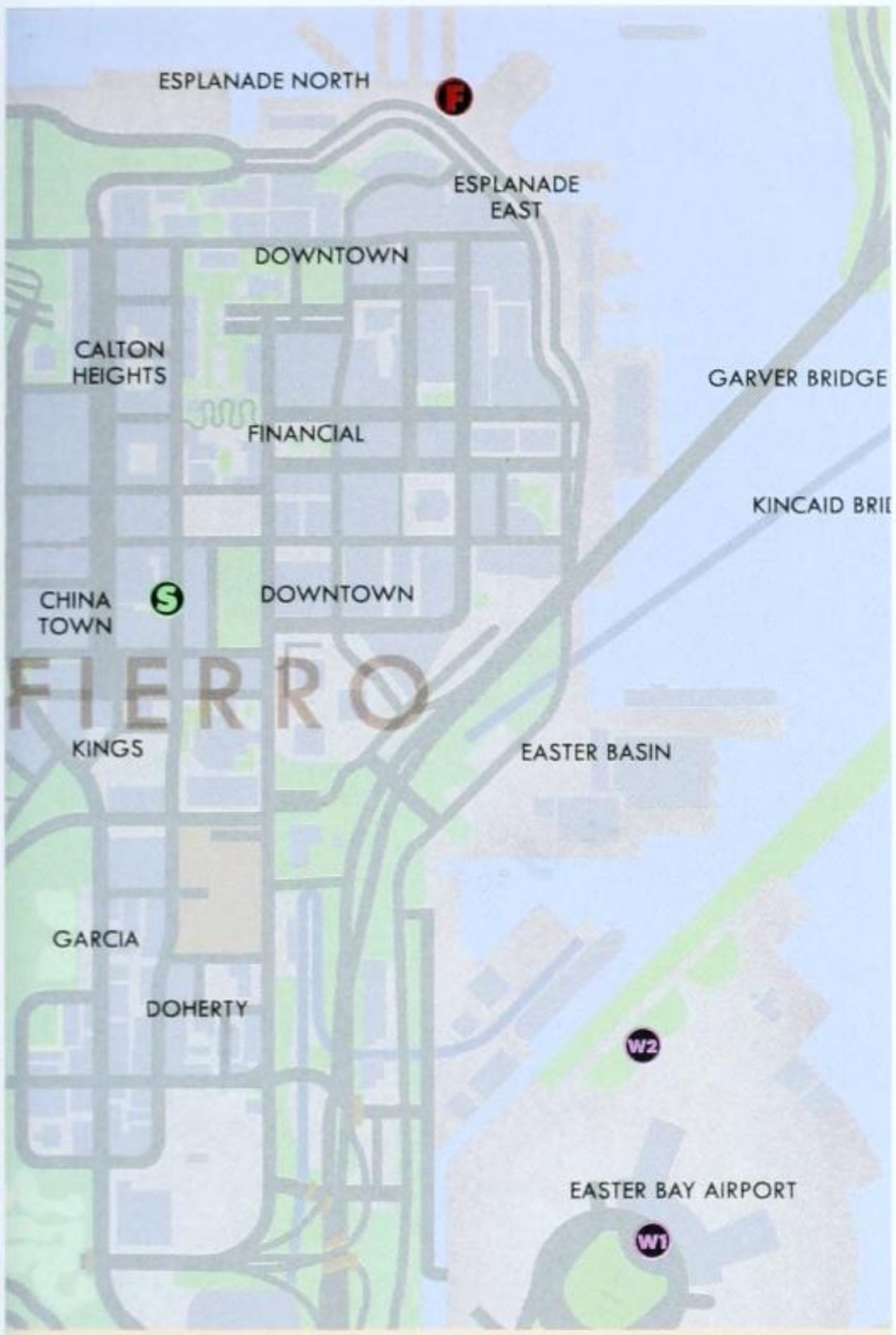
***Back at Woozie's place, CJ meets Shuk Foo Ran Fa Li, an eloquent gentleman who runs the Red Gecko Tong on the West Coast. Someone has sent word that a Vietnamese crime family, the Da Nang boys, is moving to the United States. Woozie thinks this may explain the bold attack by the local Vietnamese on the Blood Feather Triad. The shuk foo wants a package retrieved from an airport drop—a package he considers "most important to the matter at hand." CJ offers to make the pickup.***

Directions

## Pick Up Car From Airport Car Park

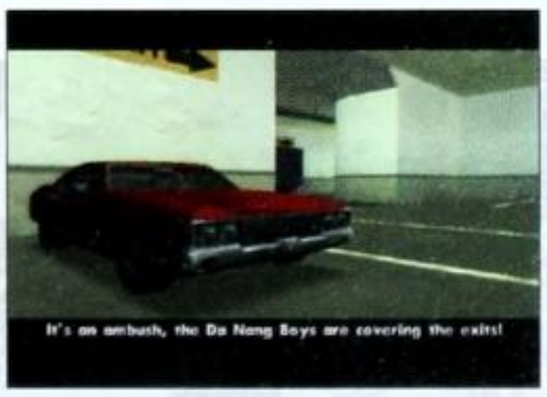
Grab a vehicle and head south, following the yellow radar blip to the Easter Bay Airport. Find the red marker at the top of a ramp leading down into the airport's parking garage.


Juank Air
FLYING WITH THE PERSONAL TOUCH
Serving San Andreas and Beyond
FLIGHTS LEAVING HOURLY FROM ALL MAJOR AIRPORTS. REASONABLE PRICES AND PLENTY OF PARACHUTES
PURCHASE TICKETS OUTSIDE OF THE TERMINALS, AND ENJOY YOUR FLIGHT!




**S Woozie's place**
**W1 Airport parking entrance**
**W2 Sabre (underground parking)**
**F Lockup garage**

## Get the Sabre!




Drive straight down the ramp and past the intersection until you see the striped "No Entry" sign, then take a left into parking area "D." The target car is a red Sabre with a blue marker overhead. Abandon your car and get into the Sabre. Guess what? It's an ambush.

## Drive the Sabre Back to Triad Garage

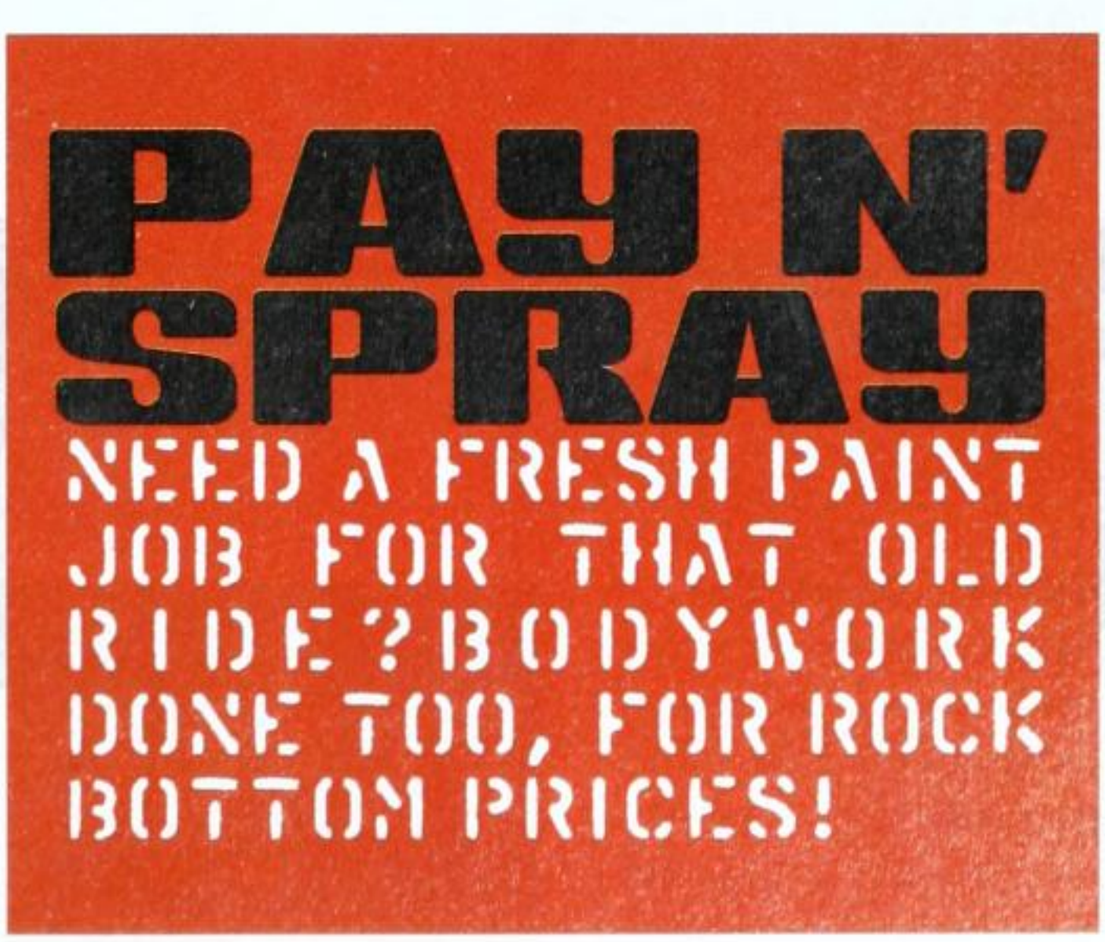
Your next goal is to take the Sabre back to the designated garage, next to Woozie's HQ in China Town. However, the Da Nang boys block some of the obvious exits with delivery trucks. Keep following the exit signs to the ramp, but drive down the entry ramp, going against the direction of the road arrows.

A few Da Nang boys attack on foot. (As you pass, they shout, "That's our property!") Simply blow past them, proceeding through the parking garage gates and out into the airport circle. Follow the circle around to the ramp leading up to the freeway, dodging around Da Nang roadblocks.

### Damage Meter

A Sabre Damage meter appears onscreen; if it drops to zero, you lose the mission. Duck into a Pay 'n' Spray if the damage gets bad. This will totally restore the damage meter!

As you approach the freeway ramp (just past the overhead airport sign), Da Nang motorcycle pairs fall in behind you. You can fight if you want, but the Sabre is fast, so you can use its speed to just outrun your pursuers to the lockup garage on the Esplanade North waterfront, then head back to the red marker outside Woozie's place in China Town.



WOOZIE mission 3

# Lure

**Respect Gained:**
50

**Cash Gained:**
$8000

## the story

***The Da Nang Boys have tracked Foo Ran Fa Li to Woozie's place, and will attempt an assassination if he tries to leave. Woozie wants to "lure these lizards out into the baking sun." CJ agrees, and suggests a diversion for "Mr. Farlie." He'll drive Fa Li's car and lead the Da Nang killers into the countryside. Then Fa Li can leave safely.***

**Location after Trip Skip**
**Chase course**
**Checkpoint**
**Finish**

## Directions

### Get Into Decoy Car

The key to this mission is to avoid getting your rear door blown off by Da Nang gunfire. If they see that Fa Li isn't in the back, you fail the mission. Hop into the SUV and start driving. If you fail this mission and return to try again, then a "Trip Skip" appears onscreen; push the Right Directional Button, as indicated, to jump ahead to later that day. You end up just outside of remote Angel Pine.

**Stay Put**

Do not get out of the decoy car at any time! If the Da Nang Boys see you, the mission ends in failure.

Drive into the nearby red marker to trigger the chase. Two motorcycles, each with two Da Nang Boys aboard, fall in behind you and open fire. Don't fight back. Run!

### Follow Checkpoints Through Countryside

Your goal is to make it through eight checkpoints (the red glowing columns). The next checkpoint is always marked as the red blip on your radar. Keep moving!

Note that a Damage meter appears. If it drops to zero, the damage is so severe that the Da Nang Boys can see inside and discover your deception. If the damage gets bad, stay far out in front of your pursuers so they can't get a peek at you. If a motorbike manages to pull up beside you, veer into it to slow it down and return fire.

When you reach the tunnel, hang on—you're almost home free. Drive into the eighth and final checkpoint at the roadside service station to trigger a phone call. As the Da Nang cycles roar past, CJ reports his success and learns that Mr. Ran Fa Li has been delivered to safety.

Make the long drive from Whetstone County all the way back to Woozie's Triad headquarters in San Fierro—again, it's the "W" icon on the map.

WOOZIE mission 4

# Amphibious Assault

**Gamplay Element Introduced:**
Swimming

**Respect Gained:**
25

**Cash Gained:**
$11,000

***Walk into the red marker outside Woozie's China Town place between 20:00 at night and 6:00 in the morning for this night mission. Woozie suspects that a Triad informer is supplying info to the Vietnamese crime family. He wants CJ to bug the Da Nang gang's meeting place, located in a boat in the Vietnamese area of the harbor. Note that it's important to get CJ's lung capacity up from its starting value to trigger this.***

the story

## Directions

### Go to the Docks

Grab a car and head northeast to the foggy waterfront in the Esplanade North district, indicated by the yellow blip on your radar. When you arrive at the red marker, you get an overview of the situation. The boat is anchored offshore; at night, you can see its spotlights sweeping the water. You also learn that Da Nang Boys in boats patrol the route you must swim. CJ wastes no time, diving right into the water.

Next, you get a brief swimming tutorial. Just follow the onscreen instructions to practice your strokes. Swim through the two checkpoints, then dive and swim through the underwater tunnel. Surface when prompted, then swim down the narrow cave.

**Basic Swim Controls**

Use the Left Analog Stick to move around in the water. Tap the X button while moving forward to swim faster. To swim underwater, press the Circle button to dive below the surface, then hold down the X button and use the Left Analog Stick to move around while submerged. Tap the X button to go faster underwater.

The blue bar onscreen is your breath meter. As you swim underwater, the meter drops. Once the meter hits zero, your health will decline steadily until you can surface and breathe again. Your breath meter then slowly fills back up.

**S** Woozie's place
**W1** Dock (enter water)
**W2** Tanker
**F** Finish

## Pick Up Knife at Cave's Bottom

When you come to another underwater tunnel, dive down and look for the knife under a green marker. Swim through the knife to nab it. Continue forward until you see the red column marker where you can surface again. Let your breath meter fill up, then dive down again and swim through the red circle that leads to the last underwater tunnel. Swim through and surface in the bay.

You get another assessment of the situation. Two patrol boats guard the main route to the Da Nang Boys' ship. If they spot you, dive underwater to lose their attention. Don't swim on the surface or you'll be spotted for sure.

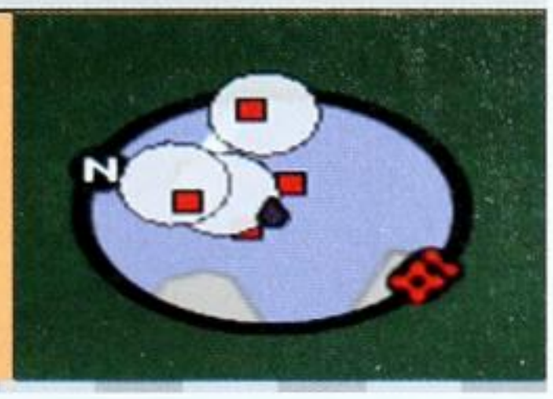
## Swim to Tanker

Your destination is the tanker marked as a yellow blip on the radar. The red radar blips indicate the Da Nang Boys' patrol boats. Swim toward the tanker. If one of the searchlights spots you on the surface, the guards open fire.

Swim underwater as often as possible to avoid detection by patrol boats or tanker searchlights. If a patrol boat spots you on the surface, dive underwater and wait until it passes, then resurface to replenish your breath meter.

### Read Your Radar

Note that your radar map shows you the detection circles of the searchlights and the patrol boat locations (the red blips) around the tanker.

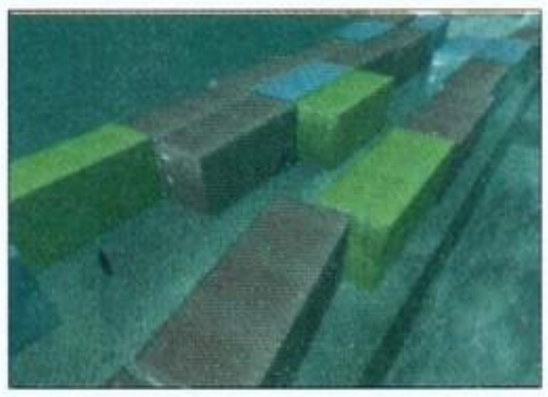



### Board the Tanker

Swim under the tanker and emerge on its far (northeast) side, where you find a small boarding dock with stairs leading up to the deck. Press the Square button to climb out of the water and ascend the stairs to the deck.

### Sneak to Back of Tanker

The boarding stairs put you near the bow of the tanker. The meeting room is near the stern, so you must sneak the length of the ship to get there. On deck, crouch and move with stealth down the "alley" of container stacks to avoid detection by the guards onboard.



Arm yourself with the knife. As you move down the length of the ship, you encounter several guards with their backs to you. Sneak up behind each one in a crouch and perform a stealth kill. When you reach the back of the ship, climb the stairs and enter the aft compartment.

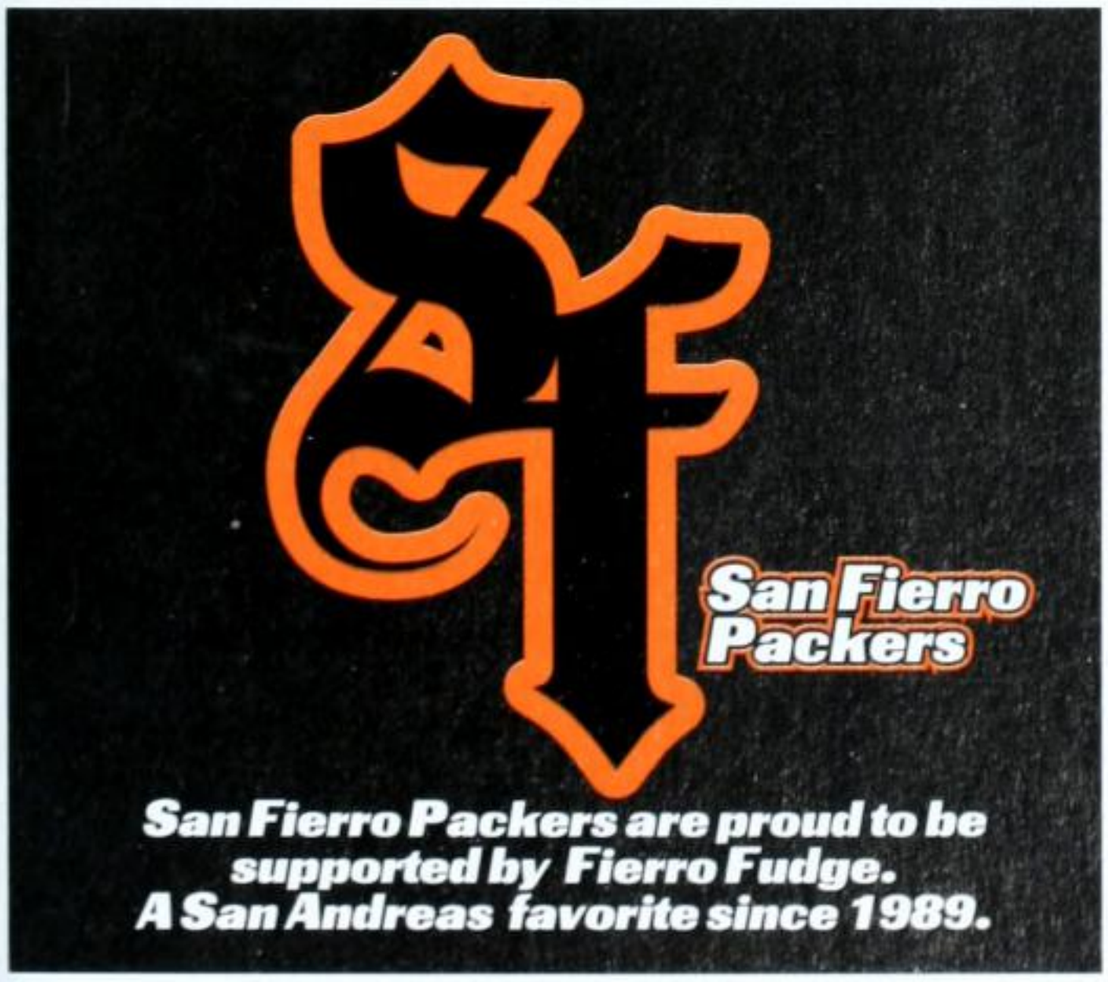
### Plant the Bug

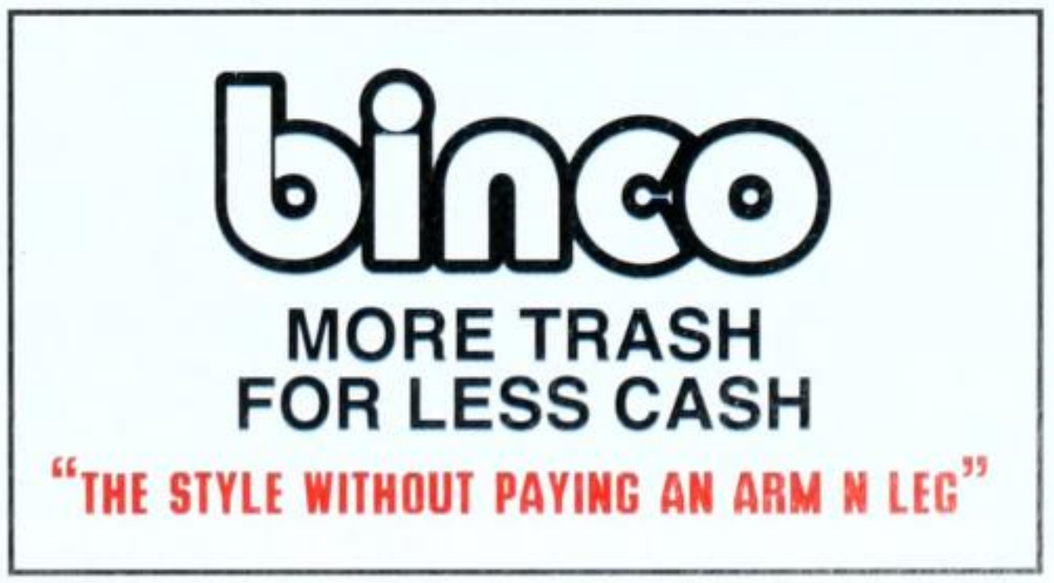
Proceed below deck, moving quietly down the stairs for stealth kills, until you reach the red marker. Step into the marker and press the Triangle button to plant the bug.

### Escape Tanker and Return to Docks

Retrace your route back upstairs to the top deck and take a running leap over the side into the water. Dive and swim underwater as far as you can toward the docks. The patrol boats will hound you if you surface too soon; dive back underwater to lose them.

Check your radar. The yellow blip is at the tip of a long pier. Swim to the pier and climb the low platform to the red marker to end the mission. Then follow the "W" icon back to the red marker outside Woozie's place.



WOOZIE mission 5

# The Da Nang Thang

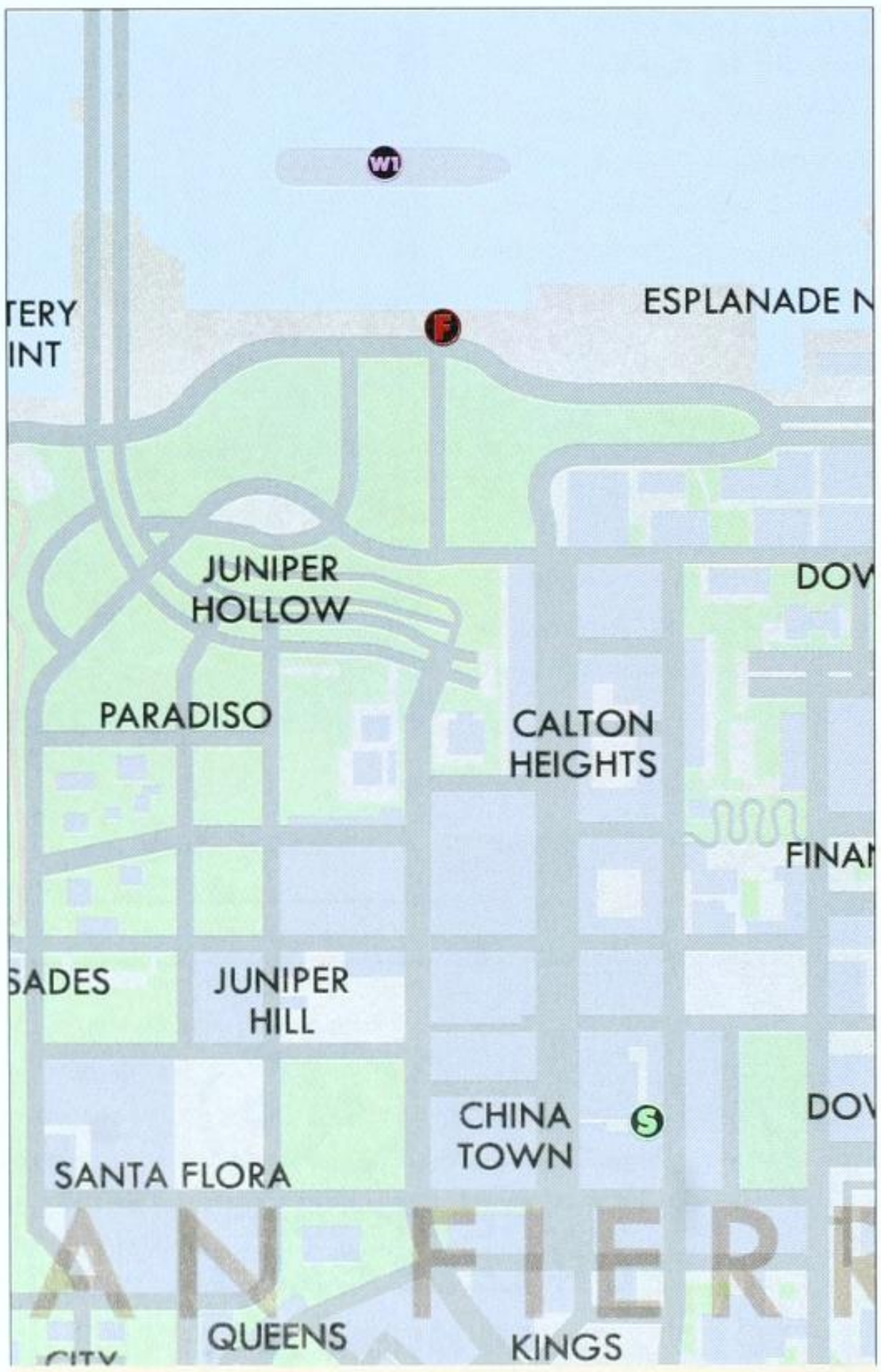
**Respect Gained:**
30

**Cash Gained:**
$15,000

## the story

***Woozie's excited and ready to finish up this business with the Da Nang Boys crime family, thus sealing his place in the Red Gecko Tong. He's learned that the core components of the Da Nang Boys' transfer to the United States—the family, their trusted bodyguards, and a massive shipment of heroin—are being smuggled into San Fierro from a container ship moored offshore.***

***Woozie sends his man, Little Lion, in a helicopter for some fly-bys of the ship. CJ offers his help, but Woozie declines. Yet CJ feels tied to Woozie and his fortunes now. After Woozie leaves, CJ talks his way onto Little Lion's helicopter.***

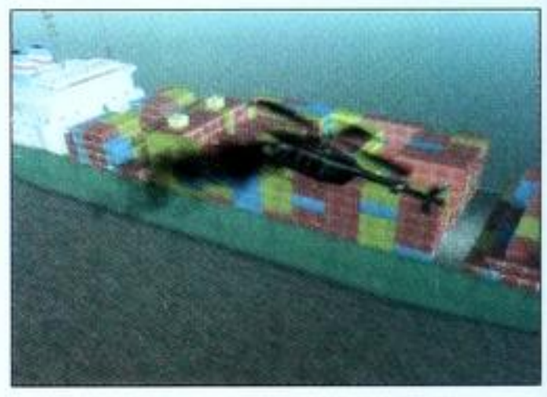



**Woozie's place**
**Container ship**
**Beach the dinghy**

## Directions

### Shoot Ship Guards from Helicopter

The perspective switches to first-person, with CJ firing a gun from the helicopter. The copter starts circling the container ship. Open fire! Unfortunately, the helicopter takes RPG fire from the ship and goes down into the bay after just one pass. (You can't avoid this.) CJ survives, and you take control of him as he floats in the water near the wreckage.



### Swim to Freighter

This is easy enough. Swim to the red marker beside the ship. CJ automatically climbs the ladder onto the ship. The crew assumes no one survived the fiery helicopter crash, so you have the element of surprise on your side. But you lost all weapons except your knife in the crash, so nab some firepower from the enemies.

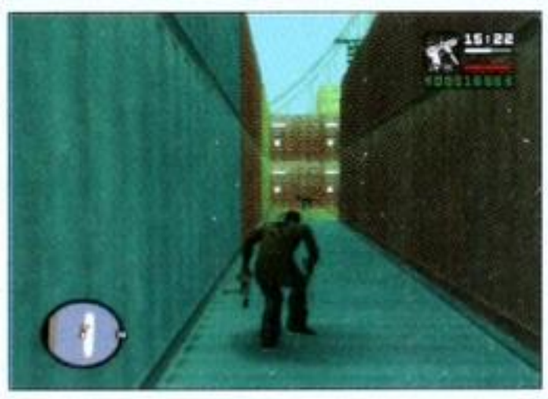
## Move Stealthily Into Ship's Hull

The first few guards are facing away from you, so you can make several stealth kills if you crouch and approach quietly. This is a good tactic for CJ because he incurs no risk of damage. Again, be sure to nab any weapons dropped by the slain guards. After you round the container stack, find the low wooden box and start your climb there. As you climb to each new level of the stacks, look carefully for posted guards. Again, try for stealth kills.

Chances are good you'll eventually be spotted, especially when you reach the top of the container stack. After clearing out the first area of containers, you reach a gap. Drop down to the deck and cross to another huge stack of containers. Use the small cardboard box to start your climb up this second stack.

### Hidden Heart

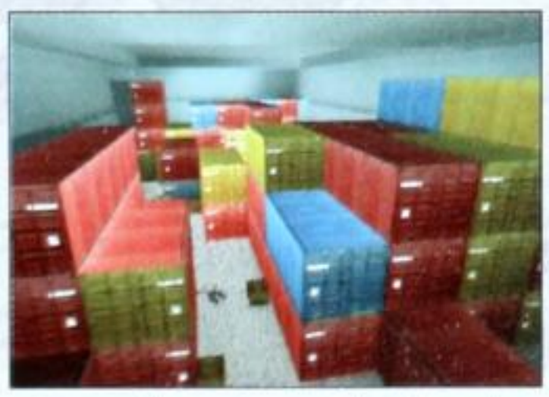
Don't miss this Health power-up tucked in a dark alcove!



Beware of guards posted at checkpoints and just around corners as you work your way through the stacks toward the back of the ship. You reach a hole in the deck that leads below into the hold where you can see a red marker.

Run around the hole to the far side, then hop down the containers that are stacked like steps. Walk into the red marker to trigger a scene. A man approaches a container and demands quiet from a container full of smuggled refugees. A trio of guards then spots you.

## Take out Refugees' Guard Unit



Eliminate the first guard and climb up the crates on the right side of the hold. An enclosed area holds a weapon and some Body Armor. Nab them both, hop back over the boxes, and fight your way along the crate corridor—it curves back and forth in a series of U-turns through the hold. Also, be aware of the grenade-tossing guard near the end of this area.

## Shoot Padlock on Front of Refugees' Container

Upon reaching the solitary red container, you hear voices calling for help. Target the padlock on the container and blast it apart. The door opens and people stagger out claiming that "the Snakehead tricked us." A scene shows this Snakehead fellow up on the ship's bridge, and he's got a really big sword.

## Proceed to Cabin to Kill Snakehead and His Bodyguard

Retrace your route back to the hole and climb out of the hold onto the main deck. Scale the nearby stack of containers (following the yellow radar blip) to reach the entry corridor to the bridge. Careful! Two guards are posted atop the staircase to the left.

Climb the staircase to face the Snakehead, who tosses CJ a sword. Fight and kill him. Make sure to target select the enemy before you start swinging.

## Go Back to Meet Refugees

Follow the blue blip back to the deck hole, where the grateful refugees wait. After they shove off in a dinghy, guide your own boat back to shore. Steer straight south to the shore and just beach it, then climb out onto the docks. Jack a car on the nearby road and follow the red icon to return to your garage in Doherty. Ahhh! Isn't it great to be back home?

### MISSION PASS (1 OF 2)

***Completing The Da Nang Thang gives you one of the two prerequisites needed to open Yay Ka-Boom-Boom, the final mission of the Syndicate mission strand.***

# Odd Jobs
## & Other Pastimes

*This chapter contains complete coverage of all the Odd Jobs in the game. It mentions where to find them, how to activate them, how to defeat them, and what is gained by completing them. The Odd Jobs are arranged into two basic categories: those that are a prerequisite to 100% completion of the game and those that are not.*

# REQUIRED ODD JOBS

The required Odd Jobs are arranged into two categories: collection and miscellaneous. We've organized them this way to keep Tagging, Photos, Horseshoes, and Oysters in an easy-to-find section. We'll cover those first. The other required Odd Jobs are listed later in this chapter.

## Collection Odd Jobs

### LOS SANTOS TAGS

**Reward**
When all tags are sprayed you earn a lot of respect and four weapons appear inside the Johnson Family's Home. The AK-47, Tec-9, Sawn-Off Shotgun, and Molotov Cocktails spawn in the kitchen.

**Details**
The Gang Tags are spread across the Los Santos area of San Andreas. You must spray these tags with a spray can. Spray are found in various locations around San Andreas, but the easiest one to get is in your bedroom of the Johnson Family house on Grove Street. This can continuously spawns here after completing **Tagging Up Turf**. To spray a tag, you must equip the spray can, target the rival gang tag and "fire" the spray can while within range. See our Los Santos map, screen shots, and descriptions to precisely locate each tag.

### SAN FIERRO PHOTO OPS

**Reward**
When all the Photos are taken, these four weapons spawn outside your Xoomer Garage in Doherty, San Fierro: Micro-SMG, Grenades, Shotgun, and Sniper Rifle.

**Details**
The Photo Ops are spread around San Fierro's many picturesque tourist sights. To acquire a Photo Ops, you must take a picture of it with a camera. Cameras are located in many places, the most obvious being inside your bedroom at the Johnson Family home on Grove Street. If you'd rather not use our maps to locate the Photo Ops, you can find them on your own by searching the city at night; Photo Ops glow just after midnight (00:01).

When you look through the camera lens at these glowing areas, you can spot a small floating camera icon. This is what you must include in your shot. Keep in mind that these camera icons also appear through the camera lens during the daytime; they're just harder to find. You do not need to save the pictures to the memory card if you don't want to. (Refer to the Weapons section of this guide for details.) See our San Fierro map, screen shots, and descriptions to precisely locate each Photo Op.

### LAS VENTURAS HORSESHOES

**Reward**
When all the Horseshoes are collected, your Gambling Luck increases dramatically and these four weapons spawn outside The Four Dragons Casino in Las Venturas: M4, MP5, Combat Shotgun, and Satchel Charges.

**Details**
Horseshoes are spread across Las Venturas. Collecting each one increases your luck at the gambling odd jobs in the various casinos around Las Venturas. See the Las Venturas map, screen shots, and descriptions to precisely locate each Horseshoe. Tip: Get the Jetpack from the Verdant Meadows Airstrip after completing Green Goo. It makes collecting the high ones much easier.

### SAN ANDREAS OYSTERS

**Reward**
Lung Capacity and Sex Appeal stats are boosted.

**Details**
Oysters can be found all around San Andreas, except for on dry land. Oysters live underwater and can only be found in the water. See the following maps, screen shots, and descriptions to precisely locate all the Oysters.

### UNIQUE STUNT JUMPS

Insane jumps is one thing, Unique Stunt Jumps are another. Hidden throughout San Andreas are 70 Unique Stunt Jumps. Finding these on your own is no easy task; there aren't any clues except a mound, ramp, or cliff that looks like it would be fun to hit at high speed. All of these jumps can be performed easily in a fast motorcycle, such as the NRG-500. However, many of these jumps can also be performed in a PCJ-600 or other motorcycles, and even with some cars. You may win stunt bonuses when hitting these jumps, but you don't truly complete a jump until you are awarded the Unique Stunt Jump Bonus ($500). This means going a little further or landing in a specific area or rooftop. Unique Stunt Jumps are not required for 100% completion.

### FLOWERS

Flowers are not a Collection item, per se, as they do not contribute to achieving 100% completion. However, they do help you earn points with your girlfriends (see the **Girlfriends** section of our **Odd Jobs** chapter for details). There are 40 Flowers growing around San Andreas and each one brings you a step closer to relationship bliss with your love interests. Refer to our **Unique Attractions** maps at the beginning of each chapter of the walkthrough to locate each Flower.

THE MAKO SPAN
MONTGOMERY
HAMPTON BARNS
MONTGOMERY INTERSECTION
FREDERICK BRIDGE
HANKYPANKY POINT
FERN RIDGE
RED COUNTY
Fisher's Lagoon
PALOMINO CREEK
BLUEBERRY
HILLTOP FARM
NORTHSTAR ROCK
DILLIMORE
MULHOLLAND
MULHOLLAND INTERESECTION
RICHMAN
TEMPLE
LAS COLINAS
VINEWOOD
DOWNTOWN LOS SANTOS
LOS FLORES
MARKET
RODEO
MARINA
COMMERCE
LOS SANTOS
EAST LOS SANTOS
PERSHING SQ
IDLEWOOD
GANTON
CONFERENCE
CITY HALL
LITTLE MEXICO
SANTA MARIA BEACH
VERONA BEACH
WILLOW FIELD
EL CORO
VERDANT BLUFFS
LOS SANTOS INTERNATIONAL AIRPORT
OCEAN DOCKS
D
E
F
4
5
6
121
N
W
E
S

## LOS SANTOS GANG TAGS

**IDLEWOOD**
On the side of a large bridge.

**IDLEWOOD**
On the front of a house.

**IDLEWOOD**
On a brick wall in this back alleyway.

**EAST LOS SANTOS**
On the corner wall of a Mexican food restaurant.

**EAST LOS SANTOS**
Climb to the roof opposite of the Cluckin' Bell; it's on the wall.

**EAST LOS SANTOS**
On the side of some large brown steps.

**LAS COLINAS**
Down the side of the yellow house, on a wall.

**LAS COLINAS**
On the wall of the large apartment that overlooks the sea.

**EAST BEACH**
On the wall of the building opposite of Colonel Fuhrburger's house.

**EAST BEACH**
On the wall of the car park located behind the pedestrian overpass on the beach.

**EAST BEACH**
On the bottom floor of the multi-story car park.

**EAST BEACH**
On the wall of a building just off the main road leading to the Los Santos Forum.

**EAST BEACH**
Behind the Body Armor in the back alleyway.

**LOS FLORES**
Back garden opposite the vacant billboard.

**EAST LOS SANTOS**
On the wall by the crossroads.

**EAST BEACH**
On the "S"-shaped road in the central East Beach area.

**LOS FLORES**
On the back alleyway wall in central Los Flores.

**EAST LOS SANTOS**
On a wall in the dark, crooked back alleyway.

**EAST LOS SANTOS**
In a crooked, narrow back alleyway.

**EAST LOS SANTOS**
On the wall behind the Cluckin' Bell restaurant.

**EAST LOS SANTOS**
Inside the tunnel on the wall of the car wash exit.

**EAST LOS SANTOS**
Behind the railings near the desolate shop's backyard.

**EAST BEACH**
On the wall of the Los Santos Forum.

**PLAYA DEL SEVILLE**
On the wall that faces the beach; southeast of the Los Santos Forum.

**PLAYA DEL SEVILLE**
On the wall of the house just opposite the Los Santos Forum.

**PLAYA DEL SEVILLE**
On the outside of a garage door.

**PLAYA DEL SEVILLE**
On the wall of the basketball courts.

**OCEAN DOCKS**
On one of the bridge's support beams.

**PLAYA DEL SEVILLE**
On a wall in front of some generators.

**PLAYA DEL SEVILLE**
On a street corner wall.

**OCEAN DOCKS**
Outside of the warehouse on a wall.

**WILLOWFIELD**
On the side of a bridge in the flood control area.

**OCEAN DOCKS**
On the wooden wall near the docks.

**OCEAN DOCKS**
On the side of the flood control wall.

**WILLOWFIELD**
On the side of the 98 cent store.

**WILLOWFIELD**
On the side of the Sushi Man store.

**EAST BEACH**
Climb onto the roof of the eastern pacific house; it's on the wall.

**WILLOWFIELD**
On the wall of the drive-thru restaurant.

**GANTON**
On the side of the foundation of the overpass.

**GANTON**
Behind the car park railings, on a wall.

**JEFFERSON**
Inside the garage, on a wall.

**JEFFERSON**
On large, stained glass building.

**EAST LOS SANTOS**
In the back alley of the desolate liquor store.

**EAST LOS SANTOS**
In an underground car park in the residential area, on a wall.

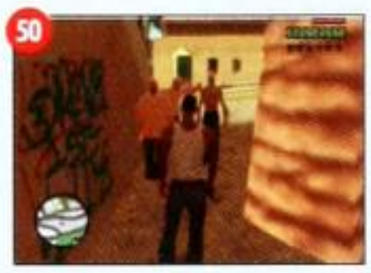
**LAS COLINAS**
Inside of the train tunnel (used in "Catalyst").

**LAS COLINAS**
On the back of this house.

**LAS COLINAS**
In-between these houses, on one of the walls.

**GLEN PARK**
On a wall in this building's courtyard.

**LAS COLINAS**
In the narrow alleyway.



**LAS COLINAS**
On the wall on the bottom side of the zig-zag slope.

**JEFFERSON**
On the side of the hotel in Jefferson featured in Reuniting the Families.

**JEFFERSON**
On the fence in this back alleyway with garages.

**JEFFERSON**
In narrow alleyway across from the park, on the brick wall.

**GLEN PARK**
Under the bridge by the pond.

**GLEN PARK**
On a wall in this narrow alleyway.

**GLEN PARK**
On a fence in the corner of the skate park.

**JEFFERSON**
On a wall in the hospital's garden.

**IDLEWOOD**
On the side of the 24-hour motel car park.

**WILLOWFIELD**
On the side of the supermarket car park.

**IDLEWOOD**
In the alcove with the wire window.

**IDLEWOOD**
In the residential courtyard, on a wall.

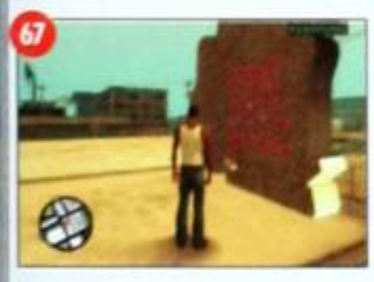
**IDLEWOOD**
Side of the house in the residential area.

**IDLEWOOD**
On the wall in the shallow alcove of this building.

**LITTLE MEXICO**
On the side of the building on the street corner.

**LITTLE MEXICO**
On the side of the corner building.

**LITTLE MEXICO**
On the wall down the side of this building.



**IDLEWOOD**
Climb to the roof of the car wash; it's on the back of sign.

**EL CORONA**
On the wall with lots of other graffiti.

**EL CORONA**
On the side of this home, near the top level.

**EL CORONA**
On the wall of a bar near the street corner.

**EL CORONA**
On the side of the supermarket.

**EL CORONA**
On the green fence.

**EL CORONA**
On the side of this house.

**IDLEWOOD**
At the bottom of the flood control wall.

**PERSHING SQUARE**
On the building opposite the large, town hall-like building.

**PERSHING SQUARE**
On the side of the large, town hall-like building.

**COMMERCE**
On the side of the building called "Regal".

**VERONA BEACH**
On the balcony just past the top of the stairs.

**MARKET**
At the base of the space-like building.

**DOWNTOWN LOS SANTOS**
Just past the food court, near the two trees.

**DOWNTOWN LOS SANTOS**
At the top of the long, crooked steps.

**MULHOLLAND**
On the northwest wall of the car park under the Mulholland Intersection.

**VINEWOOD**
On the side of the small building on the street corner.

**TEMPLE**
On the wall of the building on the street corner.

**MARKET**
At the base of the building on the street corner.

**MARKET**
At the end of the first floor ledge of this building.

**MARKET**
Climb to the top of the first floor roof of this building; it's on the back wall.

**MARINA**
On the wall near the wooden pier, at the bottom of the stairs.

**RODEO**
On the brick wall behind the large billboard.

**RODEO**
On the back wall of the Vinyl Countdown store.

**SANTA MARIA BEACH**
At the end of pier by the big wheel, on a back wall.

**SANTA MARIA BEACH**
At the base of the shop fronts on the beach.

**MARINA**
At the corner of the building leading to the beach.

**VERONA BEACH**
At the base of the wall on the corner shop.

**VERDANT BLUFFS**
Climb to the rooftop of the observatory; it's on a wall.

**LOS SANTOS INTERNATIONAL**
On the southern wall of the control tower building.

**LOS SANTOS INTERNATIONAL**
On a wall facing the top of the roof of the entrance to the tunnel.

**WILLOWFIELD**
On the front of this house.

**DOWNTOWN LOS SANTOS**
At the base of the skyscraper.

**MULHOLLAND**
On the support beam of the spaghetti junction.

## LOS SANTOS/RED CO. UNIQUE STUNT JUMPS

1

Los Santos, jump going east onto the railway platform rooftop (it's possible to make the jump in a PCJ).

2

Los Santos, jump south on the bridge structure. Drive fast between the railroad and trees to miss the tree near the jump.

3

Los Santos, head north using the building's steps as a ramp; try to land on the next building to avoid a spill.

4

Los Santos, drive north up the pedestrian walkway steps. This jump is possible on a bike or in a car.

5

Ocean Docks, drive approximately south by southeast over the mound of dirt behind the metal wall. Stop short of running into the next freeway wall.

6

East Beach, drive to the west up the pedestrian steps (it's an easy jump on an NRG). Clear the parking lot wall behind the steps.

7

Ocean Docks, drive south up the wooden ramp and land on the corrugated roof. This jump is possible in a variety of vehicles.

8

LS International, use the boarding ramp to get over the airport fence.

9

Los Santos, use the small sign/ramp here and drive east. Clear the concrete and the red 06L-2 sign.

10

Los Santos, drive west up these steps and make it onto the adjacent building.

11

Los Santos, head west up and over these steps; you must clear the railway tracks.

12

Los Santos, jump east over the steps, over the roof, and land on the road.

13

East Beach, drive through the brick patio and through the hole in the stone wall, then jump far down to the street below without landing in the ocean

14

Ocean Docks, drive north up the stairs and land in the street.

15

Los Santos, just south of the previous jump. Go south up the dock stairs. Again, avoid landing in the ocean.

16

Los Santos, head to the west up the steps at basketball courts.

17

Los Santos, go north up the cement ramp on the freeway walkway.

18

Los Santos, drive south up the cement ramp on the freeway walkway.

19

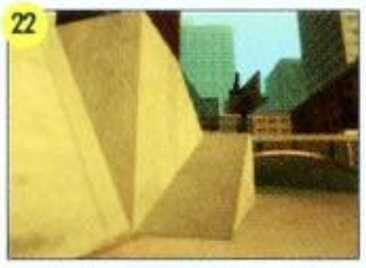
Mulholland Intersection, jump the cement ramp underneath the freeway heading southeast and land in the parking lot.

20

Rodeo, go south up the small grassy knoll and land on the Yacht Harbor pier.

21

Los Santos, to the west of the parking lot slope. Jump over the next rooftop and land on Sunset Road.


22

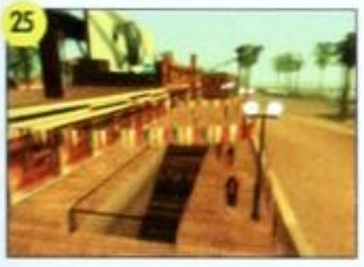
Los Santos, drive north up the ramp out of the flood control trench.

23

Los Santos, jump off the dirt mound at the end of freeway heading west at the Montgomery Intersection

24

Los Santos, go west up the cement ramp between the airport and the ocean on the freeway prior to the underpass.


25

Los Santos, from the beach, drive east up the steps underneath the promenade.

26

Red County, jump over this bridge heading east into town. This jump is suitable with any vehicle.

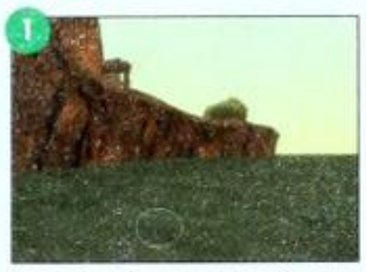
27

Dillimore, jump this ramp heading south and land at least in front of the Gasso gas station or past the sheriff's office.

28

Red County, drive west over the broken bridge, as was the case with Catalina in the "Rob Bank" chase.

## LOS SANTOS/RED CO. OYSTERS



Near the entrance to the Bluffs Tunnel.

Inside Doc G's pool.

End of this Playa del Seville beach pier.

Beside the most Southern Ocean Docks pier.

Under the bridge, just East of Los Santos Airport.

Under the docks bridge, situated on the small "island" part of the Docks.

Just off the beach, West of Los Santos Airport.

Under Verona Beach Pedestrian Bridge.

Under flood control bridge in the Marina area.

South of the lighthouse at Santa Maria beach.

Under park bridge in pond.

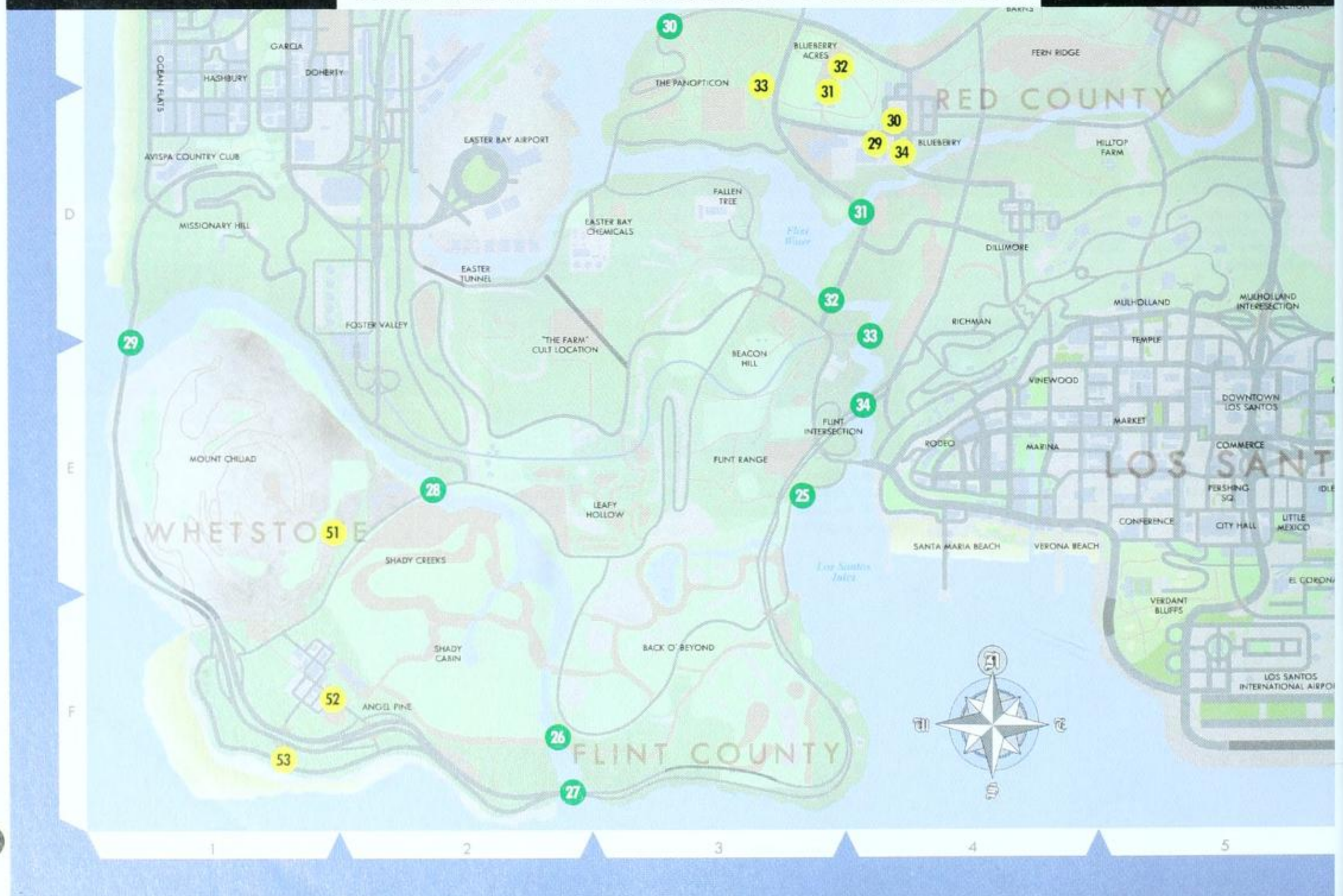
At the end of the pier, South West of Palomino Creek.

Underneath the middle of the Frederick Bridge, that connects Las Venturas to Los Santos.

Under the bridge, North West of Palomino Creek.

Under these 2 Red County bridges, just East of Blueberry.

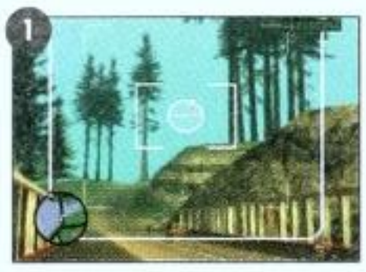
# San Fierro & Badlands Collection



BATTERY POINT
ESPLANADE NORTH
ESPLANADE EAST
DOWNTOWN
JUNIPER HOLLOW
PARADISO
CALTON HEIGHTS
GARVER BRIDGE
FINANCIAL
KINCAID BRIDGE
PALISADES
JUNIPER HILL
CHINA TOWN
DOWNTOWN
SANTA FLORA
SAN FIERRO
QUEENS
KINGS
EASTER BASIN
CITY HALL
GARCIA
OCEAN FLATS
HASHBURY
DOHERTY
EASTER BAY AIRPORT
AVISPA COUNTRY CLUB
MISSIONARY HILL
EASTER TUNNEL
EASTER BAY CHEMICALS
FOSTER VALLEY

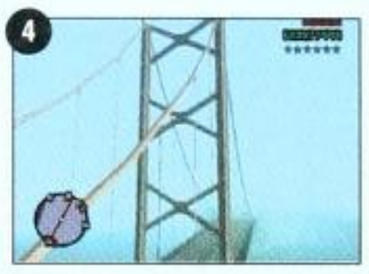
C
D
1
2

## SAN FIERRO PHOTO OPS


The bridge visible from the SF airport runway area (middle support).

Airport storage tanks.

ATC tower bridge (you must zoom in fully to get a successful picture).


Garver Bridge.

Aircraft carrier bridge.

Garver Bridge.

Clock Tower.

A photo of the rock formation in the bay.

Xoomer gas station sign.

The lip of the dry dock in Easter Basin.

Aerials on top of this financial building.

Pier 69 sign.

Airplane sign at the entrance to the airport.

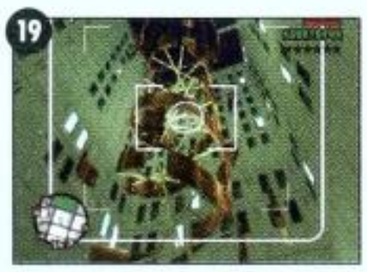
Middle of building, nice lights.

Gas tanks/towers Solarin industries.

Submarine's conning tower.

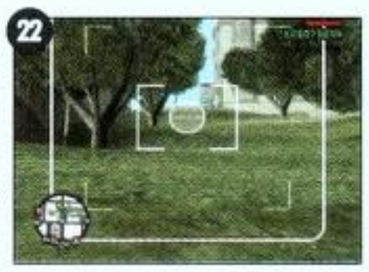
Baseball player statue.

Cranberry station middle roof support.


Sculpture in front of building.

Plants in the middle of the roof garden.

Top of King's building, middle two "flag poles."


The middle of the curviest road.

Lamppost in the middle of the road at tunnel entrance.

The red tip of the large yellow crane in Kings.

The middle round tower in Foster Valley.

Wang's Kung Fu.

Top of this China Town building.

Middle roof of China Town Gateway.

Home plate on baseball diamond.

A picture of the construction sign.

Chimney on top of building.

Burger sign.

Entrance to the Vank Hoff Park Hotel.

Supasave entrance.

Save the Whale land sign.

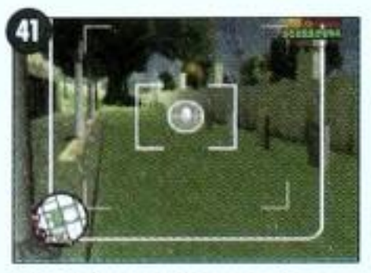
The back of the Vank Hoff Park Hotel.

Da Nang Thang boat comms mast.

The structure at the top of Missionary Hill.

Parking sign.

A photo of these interesting wall textures.


One of the middle gravestones.

Ocean Flats Church spire.

Gant Bridge, San Fierro side support (top).

Between two skyscrapers.

The arched tower on the top of the club.

Tennis court nets.

Middle two columns on the front of city hall.

Tuff Nut donuts sign.

Dome on top of building.

The first beam of the bridge on the way out of San Fierro.

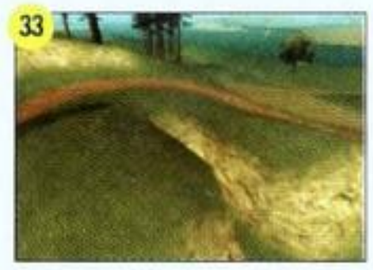
## SAN FIERRO/BADLANDS UNIQUE STUNT JUMPS

Blueberry, run up the smashed pallet ramp at FleischBerg, then jump over the truck trailers. Must land safely on the other side.

Blueberry, drive east up the wooden set of stairs behind the building with the Sprunk billboard. Must clear the building that you're jumping over.

Blueberry, race through the previous barn and jump north/northeast over the barn.

Blueberry, race through this barn heading north/northeast. It's best in a car, because the landing usually involves a crash through a wooden fence.




The Panopticon, make the short jump over this narrow ravine.

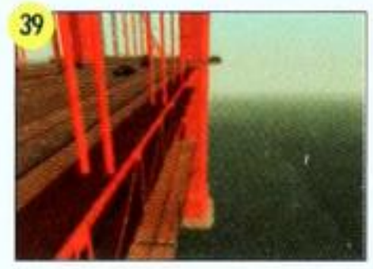
Blueberry, jump northwest over the trailers from the pallet ramp. Clear the truck and land on other side.

**SAN FIERRO**
Hit this banked mound of earth just to the west/northwest to land on the San Fierro Airport runway.

**SANTA FLORA**
Jump off the backyard hillside to clear the buildings to the south.

**SAN FIERRO**
Use the large road/hill south of this walkway between the houses. Speed off the hill behind the houses, jumping over the border and landing safely.

**SAN FIERRO**
Drive up Michelle's steps heading north and land on the building opposite the multi-story parking garage.




**SAN FIERRO**
Drive up the scaffolding over Jizzy's club and fly off the scaffolding next to the Gant Bridge north into the water (there's a beach nearby to exit the water).

**SAN FIERRO**
Head east over these steps inbetween buildings and land at least on the rooftop beyond.

**SAN FIERRO**
Drive through the dilapidated building and out of the Los Cabras compound.

**SAN FIERRO**
Jump northeast over the large cement ramp. Use the hilly street prior to it to build up speed. Avoid the wall just before it and go up the ramp as straight as possible to land in the street below in the distance.

**SAN FIERRO**
Use the street to the east of ramp between the homes (over tunnel) and jump into the street below. Since distance is the key, use the NRG-500.

**SAN FIERRO**
Utilize the supermarket parking lot ramp. Jump east across the road and land in the crowded alley.

**SAN FIERRO**
Jump the wooden stairs at the top of the winding street.

**SAN FIERRO**
Jump the rusty ramp near Transfenders and land on the highway.

**SAN FIERRO**
Jump out of the San Fierro Airport using this ramp and land on the Easter Basin docks.

**SAN FIERRO**
Use this ramp to jump out of the San Fierro Airport heading west.

**SAN FIERRO**
Use this ramp to jump east from the stadium parking lot and land on the freeway.

**SAN FIERRO**
Jump the freeway using the pedestrian steps. You must clear the freeway.

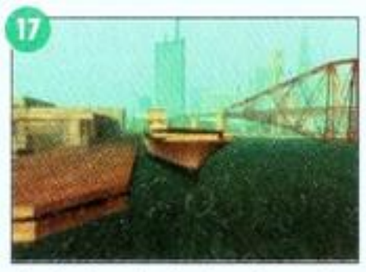
**MOUNT CHILIAD**
Jump off this wooden ramp at a decent speed. This ramp is used in Cobra Run in the Mount Chiliad Challenge (race 3).

**ANGEL PINE**
Jump northwest on this ramp out of the trailer park and land on the orange tiled roof over the road.

**WHETSTONE**
Jump east off this sand dune.

## SAN FIERRO/BADLANDS OYSTERS

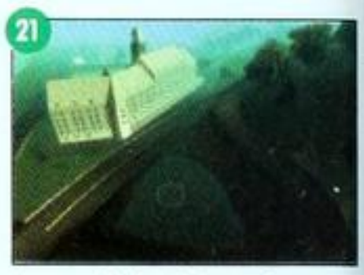
16
Landing point for a USJ under the Gant bridge.


17
At the bow of the aircraft carrier in Easter Bay.

18
Under the stern of the large freighter in dock.

19
At the bow of freighter in the middle of the bay.

20
Under the West side of the ship that features in the Da Nang Thang.


21
In a pool behind Avispa Country Club.

22
Under the water support of the Garver Bridge.

23
End of the Easter Bay Airport Runway.

24
In an Easter Bay Dock. . .

25
Where the beach meets the cliffs, just North of Los Santos Inlet.

26
Under a large bridge, to the East of Mount Chiliad.

27
Under this rickety wooden bridge, situated to the East of Angel Pine.

28
Under bridge beside open sea, situated to the East of Angel Pine

29
Under bridge leading from Mount Chiliad to San Fierro.

30
Just off the beach in the north-west corner of the Panoptican.

31
Under the bridge to the south of Blueberry.

32
Under this bridge that spans the southern river of Flint Water.

33
Under this rail bridge, to the West of Los Santos.

34
Between the motorway bridges, just west of Los Santos leading to Flint County.

## Desert & Las Venturas Collection

YELLOW BELL GOLF CLU
PRICKLE PINE
SPINY BED
KACC MILITARY FUELS
JULIUS THRU WAY NORTH
PILSON INTERSECTION
WHITE WOOD ESTATES
REDSANDS WEST
REDSANDS EAST
THE EMERA
ROCA ESCALANTE
OLD VENTURAS STRIP
CREEK
HARRY GOLD PARKWAY
THE STRIP
THE VILLAGE
THE STARFISH CASINO
THE RING MASTER
SOBELL RAIL YARD
BLACKFIELD
LAS VENTURAS AIRPORT
PIRATES IN MEN'S PANTS
CALIGULA'S PALACE
ROYALE CASINO
PILGRIM
JULIUS THRU WAY EAST
LAS VENTURAS
THE HIGH ROLLER
THE PINK SWAN
THE CAMEL'S TOE
LINDEN STATION
GREENGLASS COLLEGE
LVA FREIGHT DEPOT
THE FOUR DRAGONS CASINO
COME - A - LOT
LINDEN SIDE
BLACKFIELD INTERSECTION
JULIUS THRU WAY SOUTH
BLACKFIELD CHAPEL
RANDOLPH INDUSTRIAL ESTATE
LAST DIME MOTEL
ROCKSHORE WEST
ROCKSHORE EAST
THE MAKO SPAN
San Andreas Sound
MONTGOMERY
MONTGOMERY INTERSECTION
FREDERICK BRIDGE

A
B
C
5
6

## LAS VENTURAS HORSESHOES

Prickle Pine, in the porch of this house in Las Venturas suburbs.

Camel's Toe, at the top of the big pyramid.

Emerald Isle, Frog's Pawn Shop.

Roca Escalante, Erotic Wedding Chapel.

Yellow Bell Golf House, on the roof of the golf house.

Rockshore West, in the back garden of this house.

The Ring Master, on top of the Ring Master building

Roca Escalante, in the middle of the guitar-shaped swimming pool in the Rock Hotel.

Rockshore East, inside a dumpster behind a warehouse in this compound.

Old Venturas Railway Tunnel.

Royale Casino Car Park, on the third floor of this multi-story car park.

Julius Thruway North, hidden in this small garage enclosure.

Redsands East, on top of this roof.

Las Venturas, at the top of this tall building.

Las Venturas Airport, underneath a staircase in the back of the airport.

LVA Freight Depot, hidden in the small gap between the warehouse and the wall.

Redsands East, on the back balcony of the motel.

The Pirates in Men's Pants, slightly hidden from view by some bushes.

Come-A-Lot, land a helicopter on this wall.

The Four Dragons Casino, on the roof of the dark garage beneath The Four Dragons Casino.

Prickle Pine, in this shallow pool around some houses.

Greenglass College, in the front garden of the college.

Creek, hidden behind this mall on the outskirts of town.

Starfish Casino, on top of the roof.

Las Venturas Airport, on top of the roof.

The Camel's Toe, on top of the pyramid.

Pilson Intersection, use a vehicle to get onto the wall.

Las Venturas Airport, hidden from view by some bushes and other objects.

Las Venturas, under the "Welcome" sign.

Randolph Industrial Estate, hidden below this bridge on the way out of town.

Come-A-Lot, at the top of the Come-a-Lot sign (Jetpack required).

Juluis Thruway East, Jetpack required.

Las Venturas, on the roof of this wedding chapel.

Prickle Pine, stashed behind the gate to one of the tennis courts.

Emerald Isle, in this small enclosure near the Emerald Isle.

Redsands West, on the roof of the Steakhouse restaurant.

Las Venturas Airport Freight Depot, in this slightly sloped factory entrance.

Rockshore West, next to a bin.

Starfish Casino, on a ledge.

Whitewood Estates, at the back entrance of this warehouse.

Emerald Isle, hidden inside a small garage complex.

Emerald Isle, in the southwest corner outside of the carpark next to a fenced-in stairway.

Come-A-Lot, slightly hidden from view in the little alcove.

Starfish Casino, in the corner of this dark alleyway.

KACC Military Fuels, in a small, slightly secluded alleyway.

Old Venturas Strip, inside the "O" of HOTEL.

Redsands West, on top of some packing crates.

The Visage, underneath the water fall.

Whitewood Estates, in the back garden of this house on the edge of town.

Blackfield Chapel, on the roof of the sloped chapel.

## LAS VENTURAS/DESERT OYSTERS

Between the Gant Bridges northern most support and a cliff.

East of the Bayside lighthouse by a rocky outcrop.

Hidden from view by a small roadside wall. North of the San Fierro Docks.

End of a jetty at this lakeside house.

Under wooden bridge to the northwest of the Sherman Dam.

Under the west control tower of the dam.

Under the metal bridge just south of Las Barrancas.

Small tributary leading into San Fierro Bay, west of Toreno's House.

Under the water in this boat shed at Toreno's House.

Bone County beach, North West of Las Venturas.

The northeast corner of the map.

Under the diving board at the VRock pool.

Under a waterfall at The Visage Casino.

In front of skull, at the front of the Pirates in Men's Pants Casino.

In the pool in front of The Pilgrim Hotel.

In the Come-A-Lot Casino moat.

## LAS VENTURAS/DESERT UNIQUE STUNT JUMPS

54

Las Payasadas, head east over the tarp-covered dirt pile and jump over the massive chicken.

55

Las Payasadas, hit the steps to the overlook while going south; must successfully land this one.

56

Verdant Meadows, speed up the westernmost plane's wing going northeast. This should enable you to clear the plane to the northeast.

57

Arco Del Oeste, head west along the wooden path and over the canyon river. A motorcycle is the best option here.

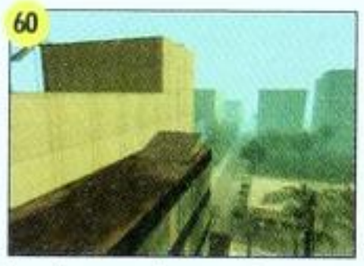
58

Valle Ocultado, hit the ramp against the wall of this shack. The jump is a success even if you land in the water; find the nearby beach to exit from the water.

59

Las Venturas, jump south out of the top level of the Emerald Isle multi-story garage and land on the roof of the Souvenir Shop.

60



Las Venturas, drive up the stairs to the rooftop of the multi-story garage and drive to the adjacent roof. Drop down to the south side of building, then jump the ramp to the east off the ledge.

61

Las Venturas, jump east from the northeast corner stairs of The Camel's Toe casino, across the street and parking lot, and land on the Pawn Shop rooftop beyond the parking lot.

62

Las Venturas, adjacent to the steps in the previous jump. Jump north from these steps and land on top of the building directly to the north.

63

Creek, jump to the west off this ramp and land on the northbound section of freeway.

64

Redsands West, jump north from this ramp and land on a ledge on the building to the north.

65

Las Venturas, heading east, use this wooden ramp to make it over the freeway bridge (use one of the faster bikes).

66

Las Venturas, use the wooden ramp between the storage containers to jump north onto the westbound section of freeway.

67

Las Venturas, use the ramp to jump east out of multi-story parking garage.

68

Randolph Industrial Estate, use rickety ramp to jump north out of the warehouse compound.

69

Emerald Isle, speed west through the wooden poles and use the ramp (go through the Police Bribe) and jump over the street.

70

Las Venturas, this jump is the same as jump #60, but this time jump off the ramp on the north side of the building (the lower ledge).

# Miscellaneous Required Odd Jobs

This is where you'll find the details surrounding all the miscellaneous Required Odd Jobs. You must complete these to achieve 100% completion of the game. The following missions are listed in alphabetical order, for ease of use. Note, however, that some Odd Jobs are stashed within larger categorical headings, such as "Stadium Events" or "Vehicle Missions."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# BMX Challenge

**Prerequisite**
Complete the first mission, Big Smoke. You must have a Cycling Skill of 20% to trigger this mission.

**Location**
BMX Park in Glen Park, Los Santos

**Reward**
A step toward 100% completion.

## Details

After completing Big Smoke (the first mission), head to the BMX park and get on the BMX bike parked near the large half-pipe on the east side of Glen Park.

### Gotta Have Bike Skills

It's best to take part in this challenge when you have a Cycling Skill over 80%. A skill this high allows for a higher bunny hop ability, which enables CJ to easily reach the high coronas. These areas are definitely the toughest ones to reach.

Collect all of the checkpoint coronas peppered throughout the skate park while remaining on the bike. The clock starts with 10 seconds and an additional 10 seconds is earned for each checkpoint that is collected. The mission ends in failure when time runs out. Another way to lose is to fall off the bike and fail to return to the bike within 20 seconds.

It's strongly recommended to collect all the easy coronas first of the 19 red corona checkpoints. Then use this accumulated time to access the more difficult checkpoints, like the half pipe coronas. Replay this mission as often as you like to top your best score.

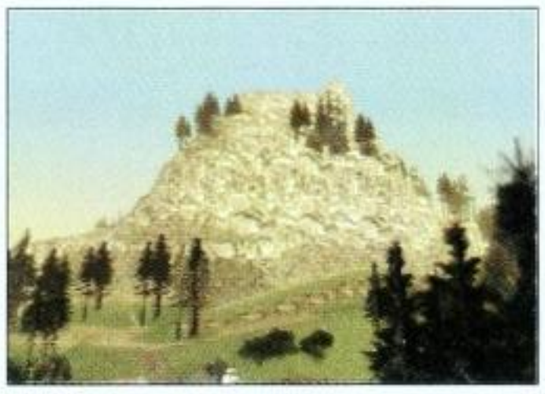
# Chiliad Challenge

**Prerequisite**
Venture to the top of Mount Chiliad between 7:00 and 18:00 and hop on the Mountain Bike to begin this challenge. A Cycling Skill over 40% is also required.

**Location**
Top of Mount Chiliad

**Reward:**
A step toward 100% completion.

## Details

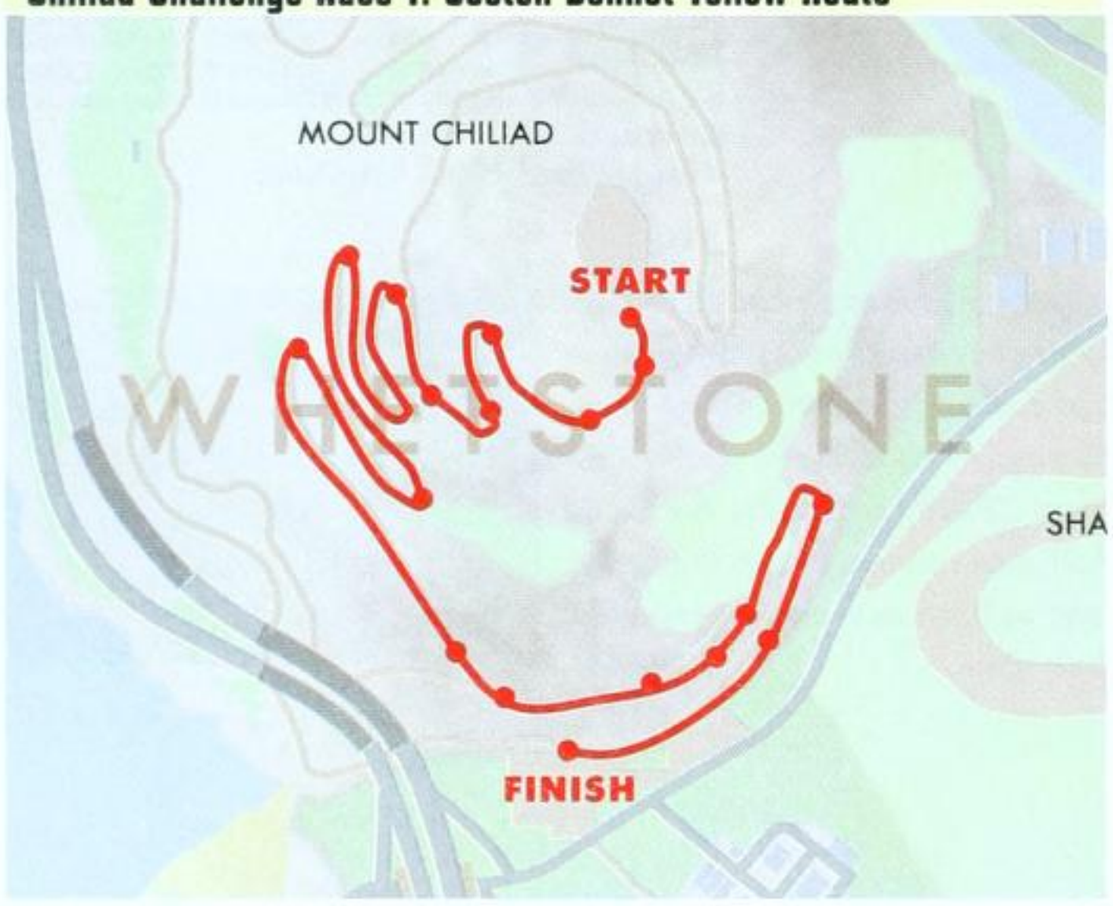


Chiliad Challenge consists of three events, all of which involve downhill mountain biking. During any event, you have 25 seconds to get back on the Mountain Bike should CJ fall off; if not, the mission ends in failure. In this downhill checkpoint race, you must finish in first place to open the next event. This section contains maps and strategies for all three Chiliad Challenge events.

**WARNING: Don't Drive-by!**

We tried it; you won't like it! Don't try to tip the scales in your favor by blasting away at the other bikers in drive-by fashion. This will result in a disqualification from the race.

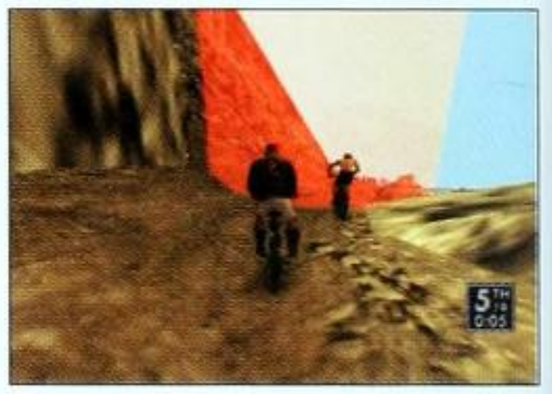
## Chiliad Challenge Race 1: Scotch Bonnet Yellow Route



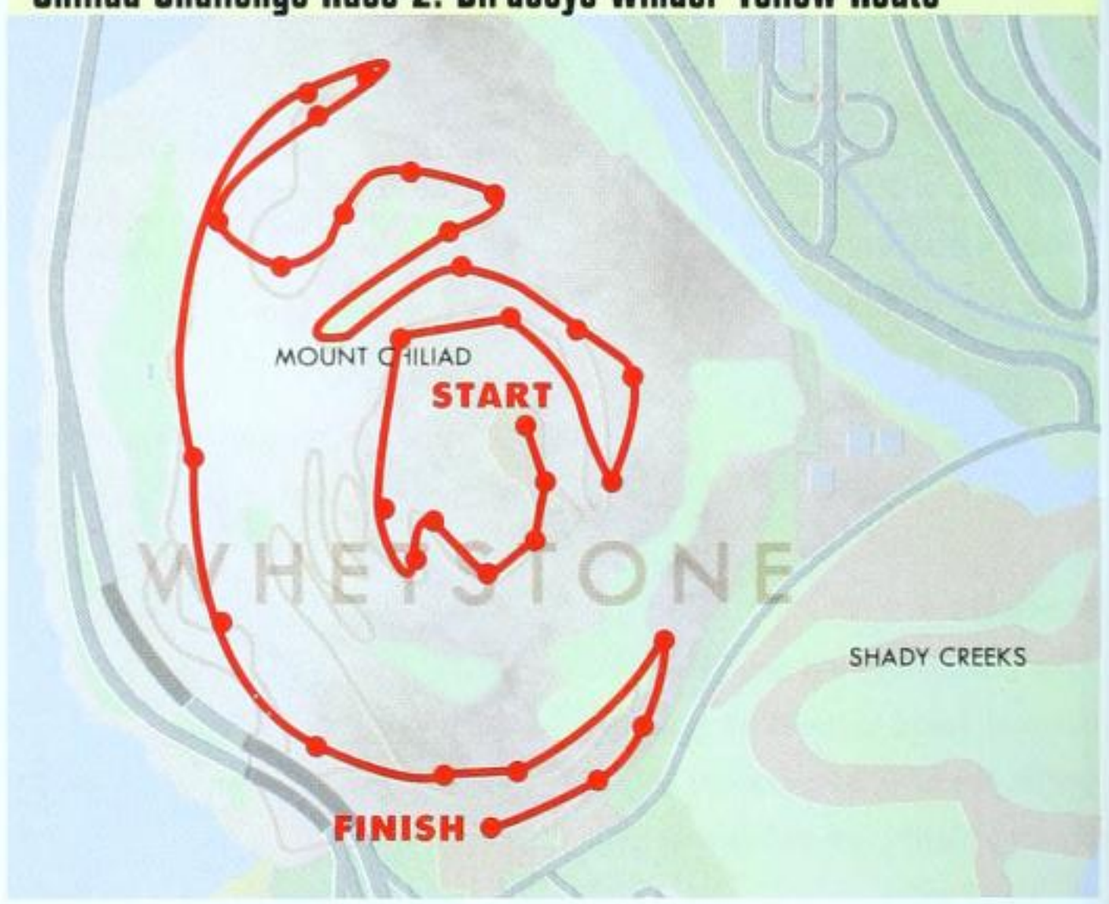

**Competitors: 5**

It may take a few attempts to get a feel for the downhill checkpoint course. The challenge will be easier, though, if your Cycling Skill is high. Basically, you won't fall off the bike as easily.

Use the back brake R1 in the turns to perform powerslide cornering, and speed pedal in the straightaways to push past the competition. If CJ falls over the edge of the mountain, the game automatically places him back on the path. Winning this race opens the Birdseye Winder challenge, so head back up to the top of the mountain!



## Chiliad Challenge Race 2: Birdseye Winder Yellow Route




**Competitors: 5**

Up until the fifth checkpoint, this race is the same as the first race. Things change around checkpoint 6, as the route heads down a new side of the mountain. Checkpoint 9 is a dangerously sharp turn, so slow down early and use powerslide cornering.

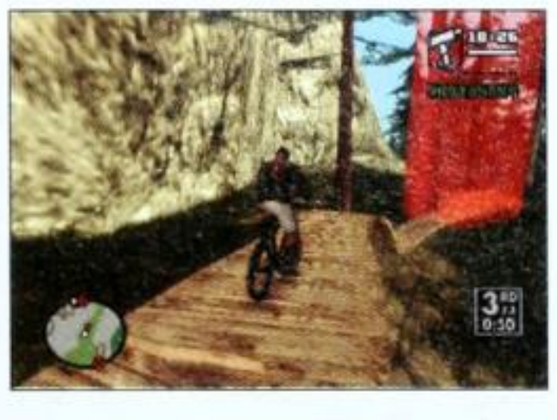
Watch out for some sharp turns after checkpoints 14 and 16; each one has a blind corner so proceed cautiously or risk pedaling off the edge of the mountain. Save CJ's sprint energy for speeding through checkpoints 21 to 23. There's a lengthy straightaway here that is perfect for high-speed action. Finish first to unlock the last Chiliad course, Cobra Run.

### Chiliad Challenge Race 3: Cobra Run

**Competitors: 2**

Cobra Run starts from the same location on the top of Mount Chiliad as the other two races, but the view shifts to a starting line located elsewhere on the mountain. What makes this race so difficult is the snake-like boardwalk at the bottom of the first slope. The good news is that there are only two competitors. The bad news is that they negotiate the boardwalk like it was a four-lane highway!

Use both brakes to hold it together at the bottom of the first slope and get on the snake-like boardwalk as soon as possible. Take it easy on the boardwalk and use the brakes often to navigate the twists and turns. After the walkway, there are plenty of opportunities to pass the competitors.



There's a large cliff jump just beyond the wooden walkway. Build up plenty of speed to clear the large mound at the bottom; if not, you'll come to an abrupt stop if you hit it. Then it's smooth sailing after the first hairpin turn. Stay close to the mountainside and always turn towards the mountain when cresting blind turns.

Upon successfully completing all three races, you can replay the challenges again to top your best times.

## Courier

There are three courier challenges in San Andreas, one each in Los Santos, San Fierro, and Las Venturas. Each challenge consists of multiple stages, much like the vehicle missions. Each city-specific courier challenge is performed using a 2-wheeled vehicle.

Get on the vehicle located at the job pick-up location to start the challenge. Drive around town and throw drug packages through drop-off coronas before the allotted time runs out. There are more packages than corona drop-off locations, so the better your aim, the more money you'll make. A monetary reward is given for leftover packages, as well as time remaining on the clock.

The drop-off coronas are red glowing rings that appear on the radar as yellow blips. Throw the package through the red corona and travel to the next ring as fast as possible. When each corona has received its delivery, return to the job start location and stop in the red marker to collect a payment.

Do not, however, get off the vehicle as the next stage will start momentarily. Each subsequent stage brings more delivery locations at greater distances, thus making the challenge much more difficult. The following section details all three courier challenges.

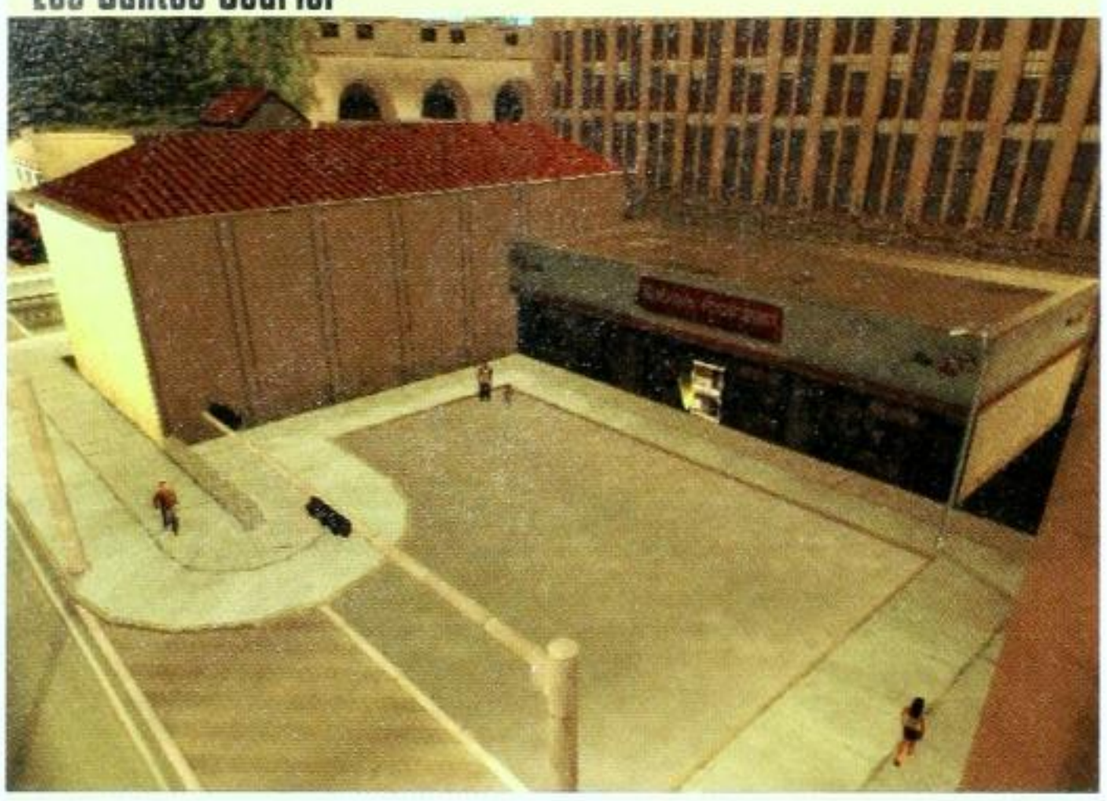
**Missed Throws**

Missed throws are costly, since the end reward is partially based on leftover packages. Each extra package is worth $100! So, if a thrown package misses its mark, run over the missed package before throwing another one to return it to your inventory.

**WARNING: Canceling the Mission**

Pressing R3 cancels the courier mission. If you don't want to cancel the mission, do not press down on the Right Analog Stick at any time during the four stages of the challenge.

## Los Santos Courier



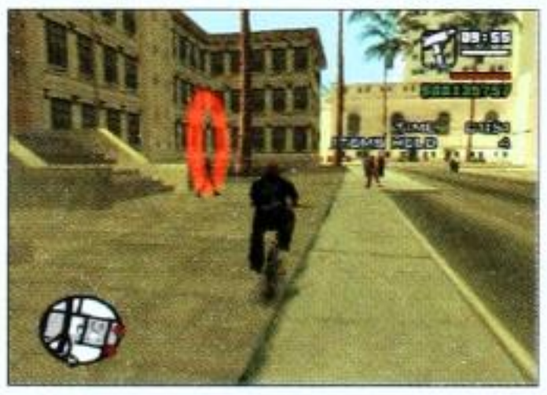
**Location**
Roboi's Food Mart in Commerce, Los Santos

**Reward:**
Completion of Los Santos Courier turns Roboi's Food Mart into an asset property. Swing by daily to pick up the $2000 it generates.

**Vehicle Used**
BMX

### Stage 1

The Los Santos Courier mission starts by hopping on the BMX that is outside Roboi's Food Mart in Commerce. You have three minutes, six packages, and only three drop-off locations. All three locations are close to the job pick-up location, as well. Use the in-game map to plot the quickest route, but keep in mind that the final location is always Roboi's Food Mart. The final drop-off does not appear as a blip on the radar until all deliveries have been made.



Use drive-by controls to throw the packages through the drop-off coronas. There is actually enough time on the clock to stop in front of the corona and throw the package through the ring. With practice, though, it becomes easier to throw while moving on the BMX. To complete the stage, drive through the red corona in front of Roboi's.

### Stage 2

Pause the game and plot the best route as soon as the next stage begins and the new yellow blips appear on the radar. The best route is always one that keeps Roboi's from the route until the final delivery is made.

In this stage, things change as there are six packages to deliver to four coronas within five minutes. The coronas are more widespread then the previous stage. Try delivering the packages in the following order: Market, Temple, Idlewood, then Verdant Bluffs (drag the crosshairs on the in-game map across the drop-off locations to display the area name).

### Stage 3

In stage 3, there are seven packages to deliver to five locations within five minutes. The corona distances are similar to the last stage, but there is an additional delivery required during the same amount of time.

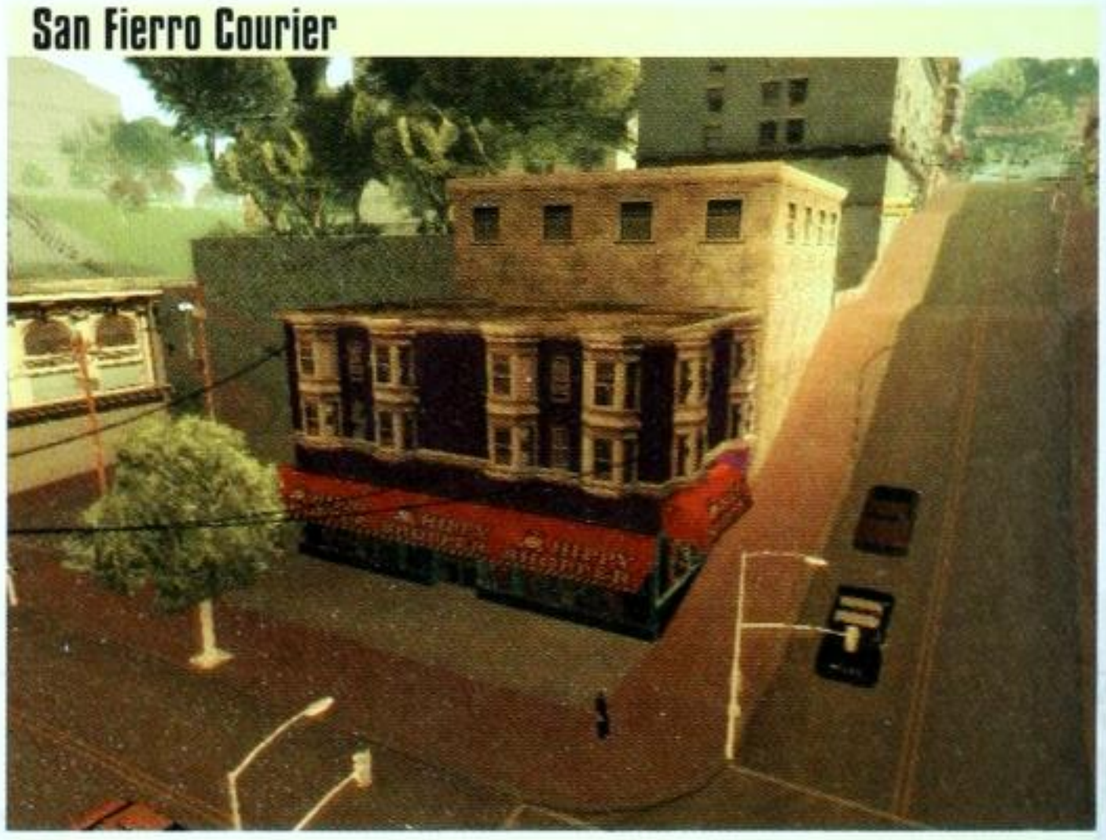
Try making the deliveries in the following order (refer to the in-game map): Conference Center, Verdant Bluffs, Idlewood, Pershing Square, then Verona Beach.

### Stage 4

In stage 4, there are six deliveries to make within eight minutes with a total of eight packages. The coronas are on the far reaches of Los Santos. During this stage, rely heavily on the large map instead of the in-game radar, as this could cause delays by heading down dead-end roads. Stick to major roads with the longest straightaways to maintain a top speed.

Try collecting the packages in this order: Santa Maria Beach boardwalk, Santa Maria Beach lighthouse (head north across the grassy field to cut the corner), Vinewood, Temple, East Beach, then to the Playa Del Seville fuel tanks. Cut across lawns and take shortcuts whenever possible.

## San Fierro Courier



**Location**
Hippy Shopper in Queens, San Fierro

**Reward:**
Completion of San Fierro Courier turns Hippy Shopper into an asset property. Swing by daily to pick up the $2000 it generates.

**Vehicle Used**
Freeway

### Stage 1

The first stage of the San Fierro Courier mission begins after mounting the Freeway motorcycle parked outside the Hippy Shopper in Queens. Having a motorized vehicle makes this much easier than the Los Santos Courier. For stage 1, there are six packages to deliver to three drop-off locations within three minutes. The three coronas are very close to the Hippy Shopper, so this one isn't tough to accomplish.

### Stage 2

Stage 2 consists of four drop-off locations, six packages, and a total of five minutes to complete the task. Try starting with the corona in City Hall to the west followed by China Town, Downtown, and save the Garcia location for last. Zip back to the Hippy Shopper to collect your cut.

### Stage 3

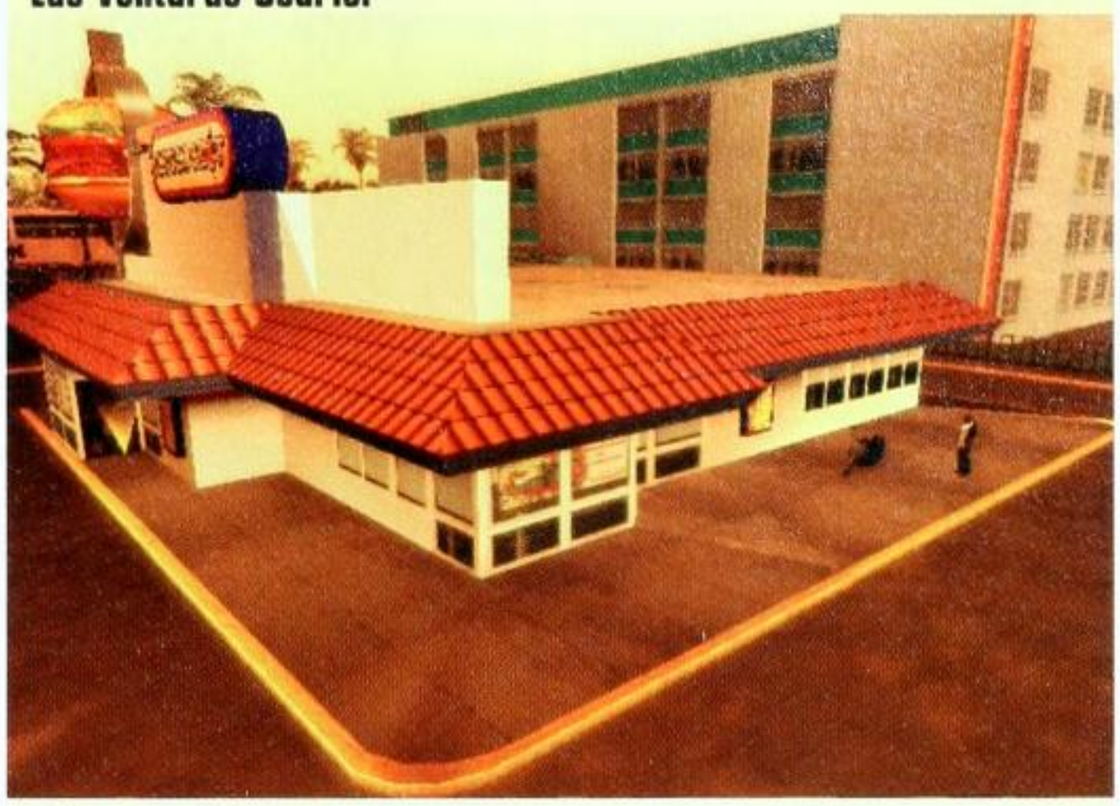
Stage 3 has five drop-off locations, seven packages, and a total of five minutes to complete the task. Begin with the location to the north of the Hippy Shopper and work in a clockwise direction from there. Try this order: Ocean Flats, Palisades, Paradiso, China Town, then Doherty. Cut corners when it is safe to do so. By following this route, it's possible to finish the mission with over a minute remaining.

### Stage 4

Stage 4 has six drop-off locations, eight packages, and a time limit of six minutes. This is the most challenging San Fierro Courier mission yet.

Start by going south to the Avispa Country Club corona, and then proceed northeast to Hashbury to deliver to the Cranberry Station. A block to the north, take the tunnel east to reach the Downtown corona, then head east toward the eastern shoreline to deliver to the second Downtown corona. Cut west across town using the large road to the west of the last drop-off and avoid the winding uphill road to reach the Juniper Hollow corona. This should leave plenty of time to return to the Hippy Shopper in Hashbury to finish the mission.

## Las Venturas Courier



**Location**
Burger Shot, Redsands East, Las Venturas

**Reward:**
Completion of Las Venturas Courier turns Burger Shot into an asset property. Swing by daily to pick up the $2000 it generates.

**Vehicle Used**
Faggio

### Stage 1

Jump on the Faggio outside of the Burger Shot in Redsands East to begin the Las Venturas Courier missions. The first stage has three drop-off locations, six packages, and a time limit of three minutes. Since there are only three drop-off locations, you can make $300 on returned packages. The drop-off locations are on the surrounding blocks around the Burger Shot, so it shouldn't be difficult. Throw the packages through the coronas and return to the Burger Shot, stopping in the red marker in the back of the parking lot.

### Stage 2

Stage 2 has four drop-off locations and six packages that must be delivered within five minutes. The drop-off locations are somewhat close to one other, but they are quite a distance to the south.

Try this delivery route: start with the northernmost Las Venturas Airport delivery followed by the southern Las Venturas Airport stop. Next, head east to The Camel's Toe Casino corona, then go north up The Strip to the Royal Casino drop-off. Finally, return to the Burger Shot to collect your cut.

### Stage 3

There are five drop-off locations, seven packages, and a five-minute time limit for stage 3. The drop-off locations almost form a nice, oval course, except for the oddball location that's a little too far south to make things easy.

Try this route: start with the Red Sands West corona followed by the Las Venturas Airport drop-off. Head east to the Royal Casino corona (southern Strip location), then drive north up The Strip near the Old Venturas Strip corona. Make the final drop-off the one at the Red Sands East, then drive back to the Burger Shot. It's possible to have approximately two minutes remaining using this route.

### Stage 4

Stage 4 consists of six drop-off locations, eight packages, and a seven-minute time limit. This one is tough, but it can be done. Since you must approach a couple of the locations from a specific direction (short walls prevent a straight path to the coronas), try using the following route to attain the more troublesome drop-off locations.

Drive east to the Roca Escalante corona, followed by the Spinybed neighborhood drop-off. The Spinybed corona is behind a warehouse and the southern entrance to this property is close to the corona. Drive west to the Prickle Pine corona, then southwest to the Redsands West location. A short wall surrounds the Redsands corona, which makes it tough to reach quickly. The entrance to this facility is on the northeastern corner of the property. Find a dirt road exit on the southwest side of the building near a nice billboard.

Finally, rush to the Whitewood Estates corona, then head south to the Blackfield corona. The corona in the Blackfield location is enclosed by another short wall. Approach the arena from the south entrances. If time is of the essence and you're approaching from the north, plan ahead and pass through the parking lot on the north side of the structure. Find the corona in the recessed area beside the arena. Now haul it to the Burger Shot in Redsands East, also using the northern parking lot exit to leave the arena.

# Exports & Imports

**Prerequisite**
Complete Customs Fast Track mission

**Location**
The Easter Basin Docks in San Fierro

### Details

After completing the main story mission, Customs Fast Track, vehicle Exporting and Importing is unlocked at the car crane on the docks in San Fierro (the same crane that is used in Customs Fast Track). A list of vehicles for exporting is written on the large chalkboard near the car crane. You must acquire a vehicle that is on the export list, drive it to the docks and then, using the crane, place it on the ship. Upon doing so, the vehicle is removed from the export list and a cash reward is given. The export list comprises 10 cars, and 10 more cars appear after the first 10 are delivered. There are three lists of 10 cars each, for a total of 30 cars to export!

**Great New Alert Feature!**

After completing Customs Fast Track, a cool new feature appears. Each time you enter a vehicle that is on the Export list, a text message sends a reminder that the current vehicle you're driving can be exported. When this happens, save the car in one of the many save house garages. By doing so, the vehicle hunt becomes much easier since you can store cars for safe keeping.

## Crane Operation

It's possible to operate the car crane much like the one that lifted vehicles for exporting in the previous games. To make moving the car onto the ship quicker and easier, park the stolen vehicle in front of the crane and near the ship.

Enter the red marker under the car crane and press the Triangle button. Tilting the Left Analog Stick to the left and right rotates the crane on axis, while tilting up and down on the Left Analog Stick moves the crane along the track below. The Square button raises the magnet and the Circle releases the vehicle from the magnet.

### Drive It Up!

You can actually drive vehicles up the ship ramp and park them in the red marker, but it's a risky process. However, this method is a bit quicker than moving the vehicles by crane (depending on your proficiency with the crane).

## Export Boards

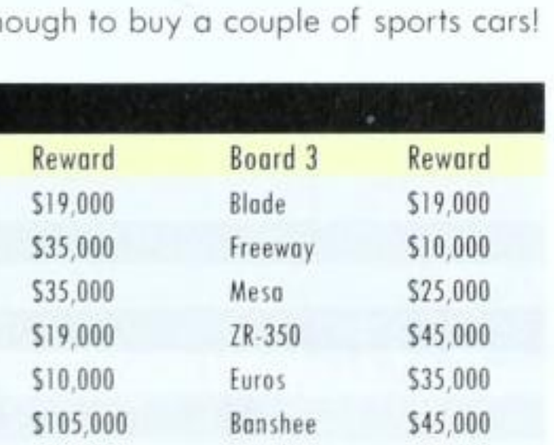
The following table illustrates the three different car export boards. Keep in mind that the next board does not appear until the previous board has been cleared. For a visual reference of each vehicle, refer to the "Vehicle Showroom" section in this guide. Notice that the amount of money to be earned from this Odd Job is much more than any other Odd Job in the game. After collecting all of the vehicles on the list, a bonus reward of $215,000 is given. That's enough to buy a couple of sports cars!

**EXPORT BOARD**

| Board 1 | Reward | Board 2 | Reward | Board 3 | Reward |
|---|---|---|---|---|---|
| Patriot | $40,000 | Slamvan | $19,000 | Blade | $19,000 |
| Sanchez | $10,000 | Blista Compact | $35,000 | Freeway | $10,000 |
| Stretch | $40,000 | Stafford | $35,000 | Mesa | $25,000 |
| Feltzer | $35,000 | Sabre | $19,000 | ZR-350 | $45,000 |
| Remington | $30,000 | FCR-900 | $10,000 | Euros | $35,000 |
| Buffalo | $35,000 | Cheetah | $105,000 | Banshee | $45,000 |
| Sentinel | $35,000 | Rancher | $40,000 | Super GT | $105,000 |
| Infernus | $95,000 | Stallion | $19,000 | Journey | $22,000 |
| Camper | $26,000 | Tanker | $35,000 | Huntley | $40,000 |
| Admiral | $83,949 | Comet | $135,000 | BF Injection | $15,000 |

## Imports

The very same blackboard that contains the exporting list also has a list of cars available for importing. Walk up to the board until a text message appears asking if you would like to view vehicles for purchase. Press the Triangle button to enter the Import menu.




The Import menu displays a list of the days of the week. Select a day by tilting the Left Analog Stick or D-pad up or down, then press the X button to select and the Triangle button to exit the menu. Notice that the Club ($28,000), Perennial ($8,000), and Jester ($28,000) are the only vehicles available from the start. Also note that they are each only available on two days of the week.

When you choose a car for importing, it appears on the deck of the ship. You must drive it off the ship, or use the crane to lower it to the ground. The vehicle's cost is deducted from your cash total. The cars available for importing depend on a couple of factors: 1. The day of the week; 2. Which cars have been unlocked by fulfilling the exporting requirements.

### Days of the Week

If you haven't already noticed, the day of the week is abbreviated on the bottom corner of the Performance Stat screen (press the L1 button). Check to see what day it is before trying to order a vehicle.

Once the exporting process begins, each vehicle delivered for export also becomes available to import. Bonus cars are also unlocked for importing as the export lists are fulfilled. One bonus rare vehicle available for import is awarded after making five and ten export deliveries on each export list (see the following table below). Each rare vehicle is only available on a certain day of the week. The text message that appears after delivering a vehicle usually indicates that only one vehicle has been added to the import list. During the following delivery intervals, the message states that "Two cars have been added to the import list."

**RARE IMPORTS**

| # of cars collected | Vehicle Unlocked | | | | | |
|---|---|---|---|---|---|---|
| | **Board 1** | **Cost** | **Board 2** | **Cost** | **Board 3** | **Cost** |
| 5 | Monster | $32,000 | Bandito | $12,000 | Vortex | $20,800 |
| 10 | Windsor | $28,000 | Turismo | $76,000 | Bullet | $84,000 |

# Freight Train

**Prerequisite**
Complete Yay Ka-Boom-Boom mission

**Location**
Jack a train when it stops at any train station

**Reward**
$50,000 (plus free transportation)

## Details

The trains in Los Santos stop at Unity Station or Market Station, while the ones in San Fierro stop at Cranberry Station. In Las Venturas, the trains stop at the following three train stations: Sobell Train Yards, Linden Station, and Yellow Bell Station. Hijack a train when it stops at any of the stations. Simply run up to the engine, yank the engineer out, and accelerate. After gaining control of a train, press the R3 button to begin the Freight Train challenge.

Each train only has two controls: accelerate and stop. Press the X button to accelerate, or press the Square button to slow down or go in reverse. Keep in mind that it takes a train a very long time to reach its top speed and it also takes a while to slow it to a complete stop.

When the mission begins, a yellow blip appears at the next closest station. This marks the cargo delivery location. The goal is to stop the engine in the red marker to complete the first stage; stopping any other section of the train in the red marker does not count. The time limit, distance to the next train station, and the train's speed is displayed on the right side of the screen. The mission will end in failure if you do not reach the checkpoints within the time limits, or you derail the train off its track.

Study the tracks using the in-game map (train tracks appear as red lines on the map and radar) and look for sharp turns. The controller begins to shake at speeds nearing 50 mph, which is a high speed warning. Slow down the train to about 45 mph or less when taking really sharp turns.

Use the distance meter and the speed meter to judge when to slow down so that the train stops inside the red marker. If the train overshoots it mark, back up and stop inside the marker for a second chance. After stopping in the marker, the cargo is offloaded and it's time to move to the next stage of the challenge. Money is earned and bonus time is added to the clock for the next delivery.

To complete a level, make five successful deliveries in a row. Upon completing the first level, exit the train and catch another train to start Level 2. Complete Level 2 (there are only two levels) to earn $50,000!

### Free Public Transportation

Once you complete the Freight Train challenge, you can walk up to any train passenger car, press Triangle to enter, and take a free ride. Press Triangle again when you reach the desired destination.

# Los Santos Gym

**Gym Prerequisite**
Gyms open after completing Sweet's mission, Drive-Thru

**Location**
The Los Santos Gymnasium is located on a corner in Ganton, very close to Grove Street. Locate the dumbbell icon on the map for the exact location.

**Reward**
The workout equipment improves CJ's Respect, Body Muscle, and Stamina. With enough Body Muscle, it's possible to also unlock the fight trainers in the gyms.

## Details

The Gym is open at every hour of every day. All gyms are stocked with a treadmill, dumbbells, a bench press, and a cycle machine. Each Gym also employs a fight instructor who is trained in a particular fighting style. Spar with the instructor to learn new moves.

### Fat & Muscle Stats

Gyms are for ridding CJ of excess fat and improving his stamina and physique (muscle). A nice physique raises his Sex Appeal and earns him more Respect. Fitness actually plays a 20% role in Sex Appeal and a 4% role in Respect. Muscle plays a 3% role in Respect.

Lose weight by running, swimming, and biking in-game, as well as using the stationary bike, running on the treadmill, and lifting weights. Each of these activities reduces Fat by 2.5% or raises Muscle by 1% per interval (you must lose fat before gaining muscle). One "interval" is equal to about 14 seconds of cycling or running on the treadmill. A weight lifting "interval" is equal to lifting a weight once.

Running, swimming, and biking give you 1.5% Fat and 1% Muscle per interval. This is approximately every 150 seconds for running and 100 seconds for biking and swimming. These activities also add 5% Stamina approximately every 150 seconds for swimming and 300 seconds for biking and running. They also increase CJ's maximum Health 2% approximately every 600 seconds. WARNING: If you don't have any Fat, these activities will actually burn 1% Muscle every interval!

**WARNING: Workout Limit!**

If you lose 40% Fat or gain 20% Stamina or build 20% Muscle, you will reach the daily allowed limit in the Gym and will not be allowed to workout for another 12 hours.

## Treadmill

### Workout Results

The treadmill is used to increase CJ's Stamina stat, which enables him to sprint longer. The higher the Stamina stat, the longer CJ can sprint during one attempt.

## Treadmill and Stationary Bike

### Fat & Stamina Stat

Using the treadmill and the stationary bike allows you to lose Fat faster than any other in-game exercise (swimming, running, biking). For every 14-second interval on these machines, you can lose 8% Fat and gain 4% Stamina.

### Equipment Operation

Face the Treadmill and press the Triangle button to get on the equipment, then press the Triangle button again to hop off the treadmill. Use the same actions to interact with all of the Gym's equipment. Although the treadmill has 10 speed levels, it's best to start at Level 1 if it's your first attempt.

When CJ begins to run, a power meter, a level indicator, and a distance gauge appear on-screen. Press the X button continuously to keep pace with the movement of the treadmill. If the power meter empties, CJ falls off the treadmill. To increase or decrease the speed, press Right or Left on the D-pad.

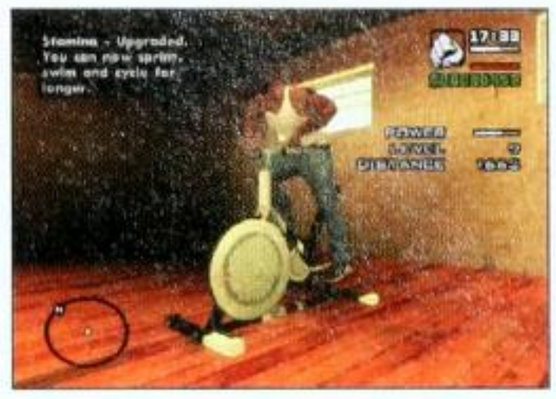
The more stamina CJ has, the easier it is to run on the higher levels. Regardless of CJ's shape, running at levels 5 to 7 are comfortable and effective. Distance is the key to burning off fat and building stamina. The faster the treadmill settings, the quicker you'll see results.

## Stationary Bike

### Workout Results

Using the stationary bike has the same effect as using the treadmill; it increases CJ's stamina. This enables him to sprint, cycle, or swim quickly for longer periods of time. The higher the stamina stat, the longer he can sprint in one attempt.

### Equipment Operation




Choose a level (1 through 10) to begin a work out, then press Left or Right on the D-pad to change the level. The levels reflect resistance as opposed to speed on the treadmill. Speed is determined by how rapidly the X button is pressed.

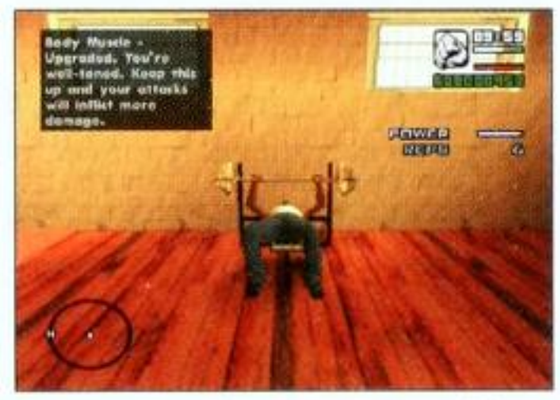
## Bench Press

### Workout Results

Using the bench press increases CJ's Body Muscle (after the Fat is worked off), which is exhibited in his outward appearance. An increase in muscle mass also helps increase CJ's Sex Appeal. Melee attacks also inflict more damage.

### Equipment Operation

Weights range from 40 to 320 lbs. Select a weight by tilting Up or Down on the Left Analog Stick. Confirm the weight choice by pressing the X button.




To lift the weight, you must alternately press the X and Circle buttons. This increases CJ's pushing power. As the buttons are pressed, the power meter rises. When the power meter fills, CJ successfully lifts the weights for one rep. The heavier the weight, the faster you must press the buttons. The stronger you become, the more muscle you gain, and the less effective lighter weights become.

As you workout and gain muscle you reach milestones and are flattered with a text messages, the first one calling you "buff." When you reach the next Muscle level increasing prompt, a new message appears indicating that you can learn new fighting moves at the Gym. This means you can now approach and spar with the gym instructor. However, it is impossible to reach this milestone on your first day of working out because of the workout limit (see previous "Workout Limit" warning).

The more you build muscle, the more flattering the prompts become. As you progress, you will called: "perfectly chiseled" after which you can reach the Body Muscle maximum. This is when CJ appears totally ripped! Of course, this requires many visits to the Gym.

**WARNING: Muscle Atrophy**

Keep in mind that no matter how much you work out, muscle will always be deteriorating very slowly. It could be days until you notice the change. This will keep you coming back to the Gym to maintain your desired figure.

**Button Pressing Tip**

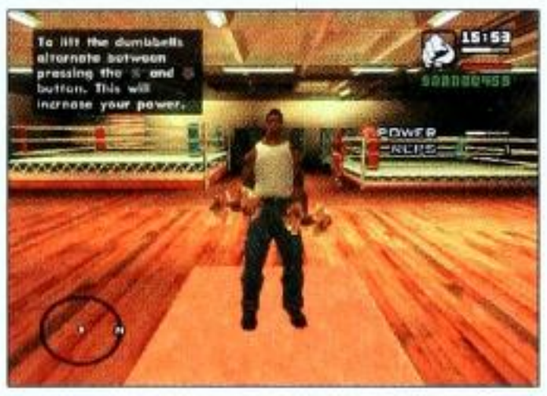
Luckily, the two buttons for the Bench Press and the Dumbbells (X and Circle) are next to each other on the controller. If things get tough, try this: use one finger to quickly slide back and forth across the X and Circle buttons. This assures the correct rhythm for proper lifting and is also much quicker than tapping two buttons with two fingers for a long period of time. For more speed through less friction, try placing a soft cotton cloth between your finger and the buttons (such as your shirt).

## Dumbbells

### Workout Results

Using the dumbbells has the same effect as using the bench press; it increases CJ's Body Muscle. As with the Bench Press, CJ exhibits physical signs of increasing muscle mass. Melee attacks also cause more damage.

### Equipment Operation




Choose a weight to begin the workout (20 to 110 lbs.). Alternate between X and Circle button presses to increase the power. When the power meter fills completely, one rep is executed. The faster you press the buttons, the more power you generate. Start with less weight and work up as CJ gains more Body Muscle. The more muscle CJ has, the easier it is to generate power to lift the weights. See the "Bench Press" section for Body Muscle stages reached from these workouts.

## Los Santos Boxing Trainer

### Training Results

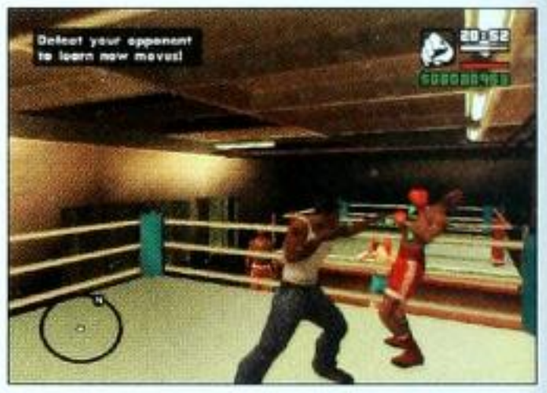
Complete the challenge to learn three new fighting moves.

### Training Prerequisites

Work out on the bench press or dumbbells and surpass the "buff" stage of the Body Muscle stat until a text message appears indicating that new fighting moves can be learned. A red marker appears in front of the boxer working out on the punching bags in the Los Santos Gym.

### Boxing Event

Walk into the red marker near the boxing trainer at the punching bags. Press Right on the D-pad to answer positively when the trainer asks if you would like to learn some new moves.




To learn the moves, you must defeat the boxing trainer. Press the R1 button to target the trainer and press the Square or Triangle buttons to punch. When he goes down, attack him with kicks until the targeting reticule turns black. When the trainer falls in defeat, the new moves appear: **Running Attack**, **Ground Attack**, and **Combo Attack**.

#### Running Attack

This attack is performed while running. Press the R1 button to lock onto the target and press the Triangle button to attack.

#### Ground Attack

This attack is performed against a fallen opponent. Press the R1 button to lock onto the downed target, then press the Triangle button to attack.

#### Combo Attack

This attack is performed at any time during a fight. Press the R1 button to lock onto the target and repeatedly press the Triangle button to perform the combo.

# San Fierro Gym

### Details

This gym is no different from the Los Santos gym, except there is a different fight instructor inside. For information on exercise equipment and the benefits earned from working out, see the "Los Santos Gym" section.

**Location**

The San Fierro Gymnasium, the Cobra Marital Arts gym, is located in Garcia. Locate the dumbbell icon in San Fierro for the exact location.

## San Fierro Martial Arts Trainer

### Training Results

Complete the challenge to learn three new fighting moves.

### Training Prerequisites

Work out on the bench press or dumbbells and surpass the "buff" stage of the Body Muscle stat until a text message appears, indicating that new fighting moves can be learned. If you already earned this in Los Santos, you do not need to earn it a second time.

### Martial Arts Class

Walk into the red marker near the instructor who is standing on the fighting mat. Answer positively when the trainer asks you if you would like to become a warrior.

The opponent who gets knocked out or knocked off the mat loses. The fight also ends and the challenge ends in failure if you step out of bounds. Target select the trainer and knock him back toward the boundary lines. Knocking him off the mat is quicker and easier than knocking him unconscious. Don't forget to block any incoming attacks by pressing the Square button. The moves learned from the martial arts instructor are: **Running Attack**, **Ground Attack**, and **Combo Attack**. These moves are performed in the same manner as the boxing moves, but CJ pulls them off with martial arts flair.

# Las Venturas Gym

### Details

This gym is also no different from the other two, except for the fight instructor. For information on exercise equipment and the benefits earned from working out, see the "Los Santos Gym" section.

### Kick Boxing Class

Walk into the red marker near the kick boxing instructor. Answer positively when the trainer asks if you would like to learn some new moves.

This fight is slightly different than the fight with the boxing trainer. Target the trainer and rush into the fight and start pummeling him. Simply knock him to the ground, then start kicking him until the targeting reticule turns black.

**Location**
The Las Venturas Gymnasium, called Below the Belt, is located in Redsands East. Locate the dumbbell icon in Las Venturas for the exact location (there's a Bomb Shop next door to it).

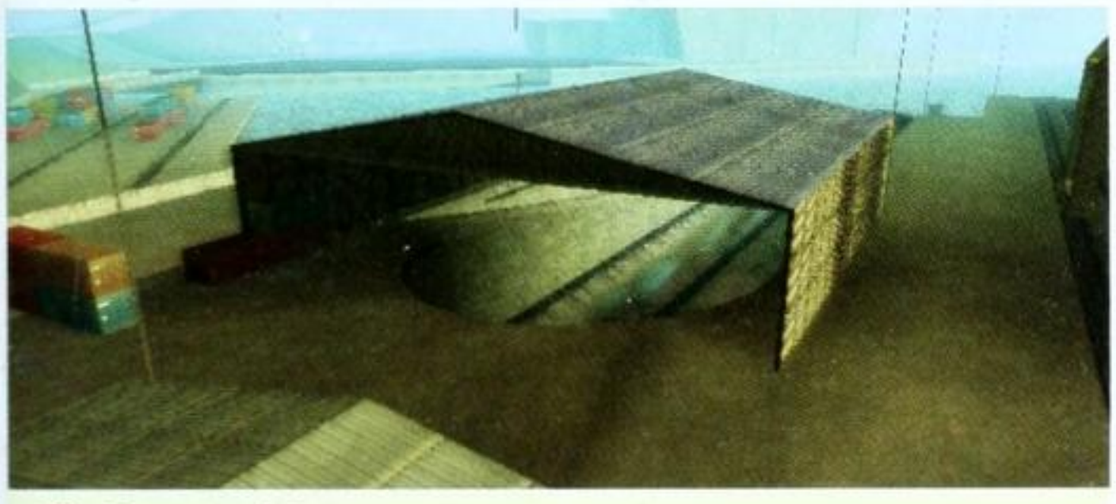
## Las Venturas Kick Boxing Trainer

**Training Results**
Complete the challenge to learn three new fighting moves.

**Training Prerequisites**
Work out on the bench press or dumbbells and surpass the "buff" stage of the Body Muscle stat until a text message appears, indicating that new fighting moves can be learned. As noted earlier, if you have already earned this once before, you don't need to earn it again.

The new moves learned are: **Running Attack**, **Ground Attack**, and **Combo Attack**. These moves are performed in the same manner as the boxing and martial arts moves, except that CJ pulls them off with kick boxing brutality.

# NRG-500 Challenge



**Prerequisite**
Gain safe entry into San Fierro.

**Location**
Under the covered dry dock at the Easter Basin Docks in San Fierro (near Export/Import car crane).

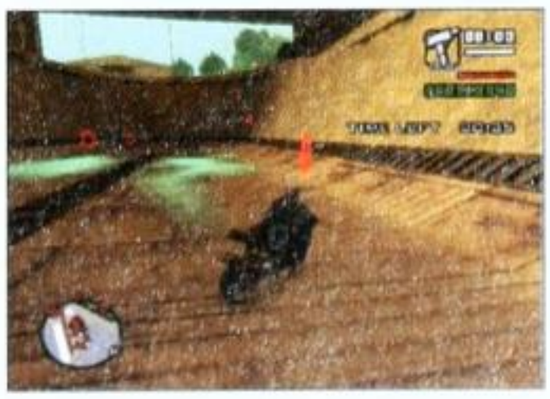
**Reward**
One step closer to 100% completion of San Andreas.

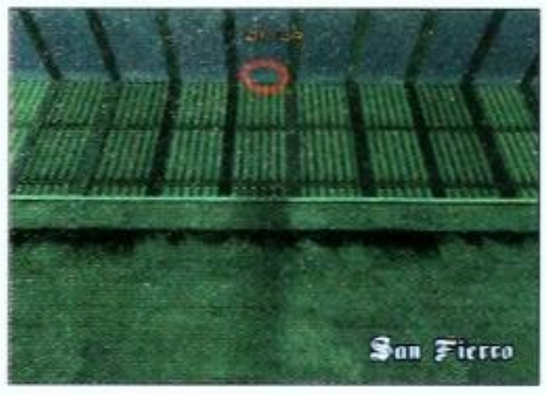
### Details

Find the NRG-500 parked under the dry dock shelter near the Export/Import location in Easter Basin, San Fierro. The bike is in a nook behind a stack of shipping containers. The challenge begins when you mount the bike.

This challenge is very similar to the BMX Challenge in Glen Park, Los Santos, but this time you're on the fastest motorized 2-wheeler in the game! When the challenge begins, several red coronas appear in, around, and above the dry dock. You must collect all the coronas before time runs out. The challenge begins with 10 seconds on the clock. For each corona you pass through, 10 seconds are added to your total time. The checkpoint coronas appear as red blips on your radar. Remember that triangle blips pointing up are higher than you, and those pointing down are lower.

Collect all the easy-to-reach coronas first to beef up your time limit for the more difficult ones. The easy ones are on the ground in the dock, on the bridge in the back, and along the top edge and entry ramp. The rest are floating above the dry dock.



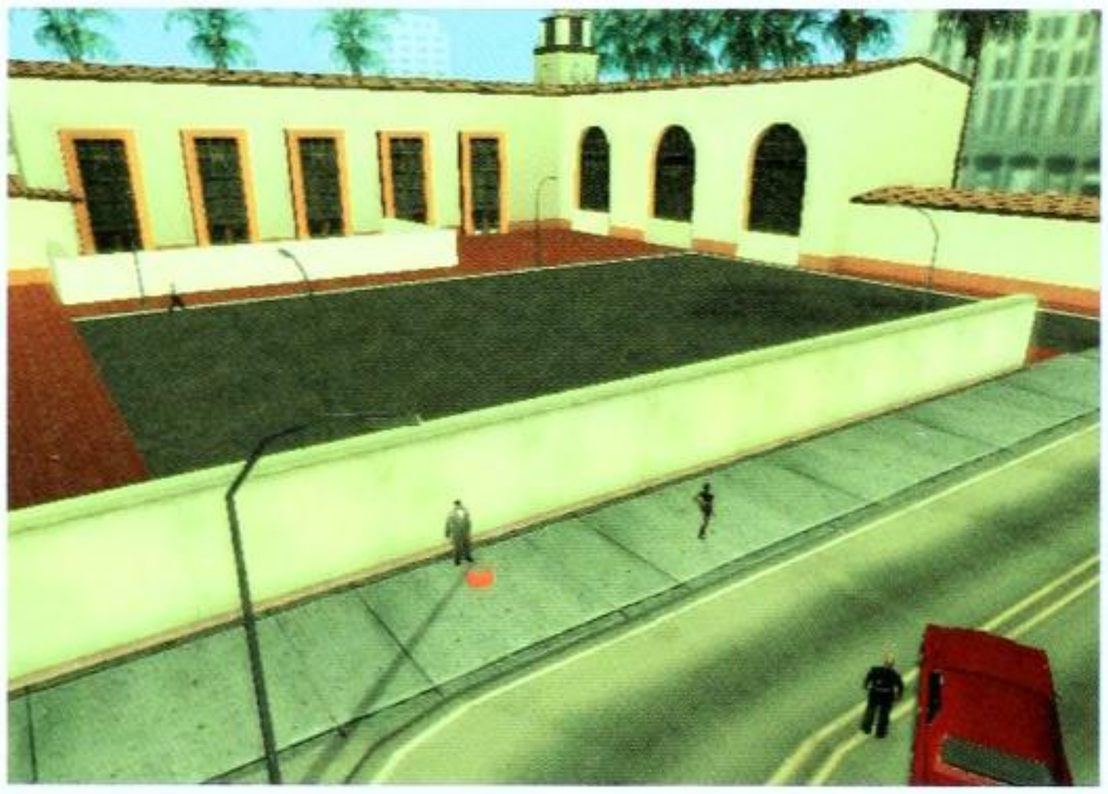



To reach the high coronas, you must first locate them with the camera control and by looking at the blips on the radar. Notice that below the high-floating checkpoints you can find a long, dark shadow on the side of the dock near the top edge. These shadows help you better locate the checkpoint that floats above without using manual camera controls. This is extremely helpful when you must perform the next objective.

Pick a target checkpoint and build up speed inside the dry dock and zip up the slanted wall of the dock. Aim for the shadow cast by the checkpoint above and rocket out of the dock, and through the checkpoint. Repeat until all high-floating checkpoints are collected.

Once in the air, shift your weight around with the Left Analog Stick to land on 2 wheels. The worst thing you can do is to go backwards down the slanted dry dock wall. This will result in a dismount every time. If you fall from the bike, you have 25 seconds to return to it before the mission is failed. This challenge is loads of fun—Enjoy!

# Lowrider Challenge



**Prerequisite**
Complete the Cesar Vialpando mission.

**Location**
Outside of the Unity Train Station in El Corona, Los Santos.

**Reward**
Cash earned during challenge.

## Details

After completing the Cesar Vialpando mission, walk into the red marker on the sidewalk near El Corona's Unity Train Station. The man in the mechanic's jumpsuit points CJ in the direction of the meet, which is just on the other side of the wall in the train station parking lot. (This is the same one used in the Cesar Vialpando mission.)

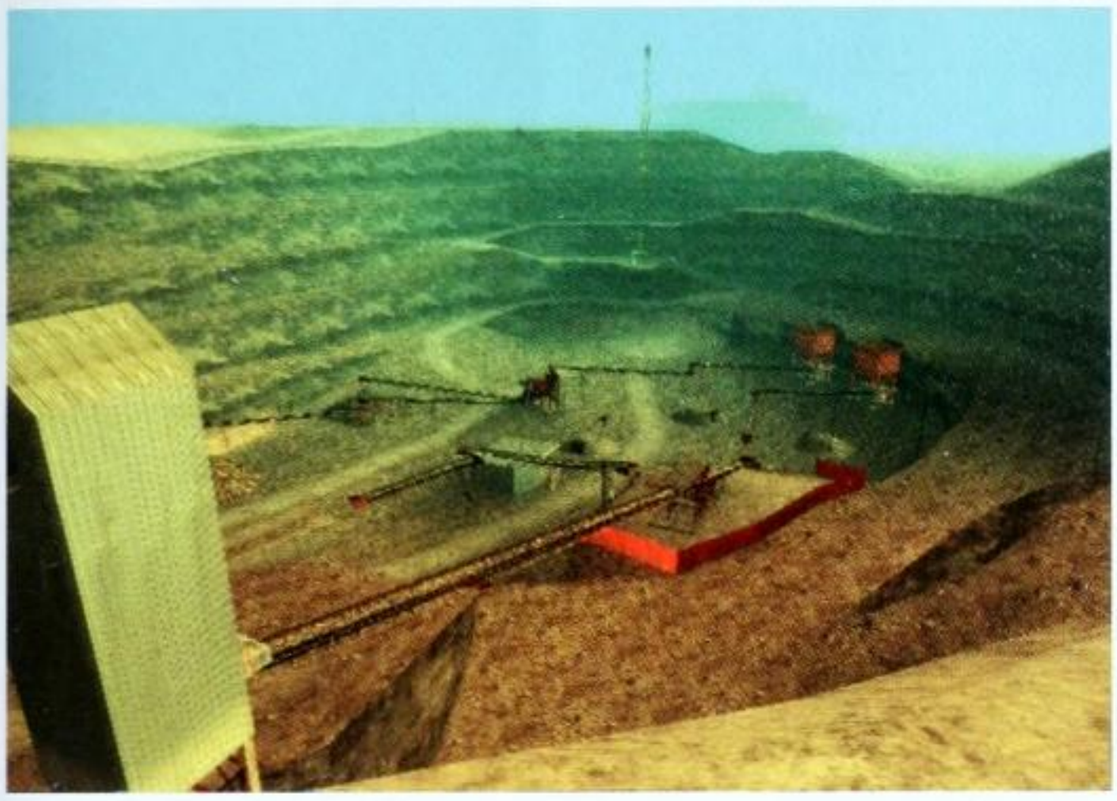
First, purchase some **Hydraulics** from Cesar's Mod Shop (Loco Low Co.) if your vehicle doesn't have Hydraulics. Do this before taking part in the job, or the meeting will disperse by the time you return. While in a lowrider vehicle with a Hydraulics system, stop inside the red marker in the train station's parking lot to start this car-bouncing mini-game.

A man asks for a wager when the Wager window appears and the minimum wager is $50. Press and hold the X button to increase the wager, if you feel confident.

A series of arrow icons passes through the circle at the bottom of the screen in random order. Press the Right Analog Stick in the direction indicated by each arrow as it passes through the circle. Concentrate on the beat of the music more than the alignment of the arrows inside the circle. Press firmly in the direction indicated for a higher bounce!

To score points, the lowrider must bounce to the rhythm of the music and your button presses must be in sync. Points are awarded to the opposition if you miss, bounce in the wrong direction, or exhibit bad rhythm. Bounce to the rhythm until the song ends and collect your winnings. After completing this challenge, you must wait until the next day to try it again.

# Quarry Missions

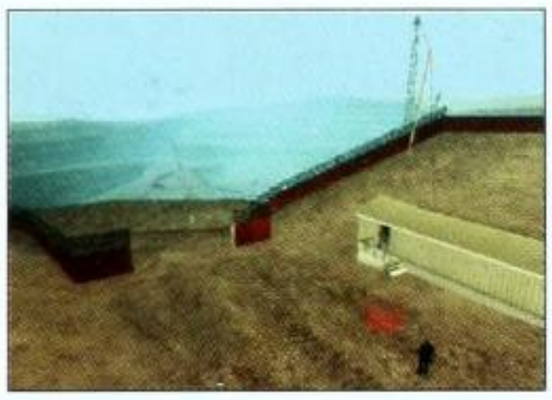


**Prerequisite**
Complete the Explosive Situation mission.

**Location**
Follow the bulldozer icon on the map and radar to Hunter Quarry in southern Bone County.

**Reward**
Cash awards and completing the missions makes the Hunter Quarry an asset property. Return to the site office to collect $2000 daily.

## Details



By completing the Explosive Situation mission, a bulldozer icon appears near the Hunter Quarry in Bone County. Walk up to the site office at the east entrance to the Hunter Quarry, and step into the red marker to begin the first Quarry mission. Each of the seven missions are unique and, once completed, they contribute to the 100% completion of the game. After finishing all seven, you can choose to play them again to beat your best time (see the Stats menu to find your best time).

## QUARRY MISSION 1

**Reward:** $500

You are given 3:30 to get into the Dozer and clear the paths before the next delivery arrives. Push all seven rocks (green blips on the radar) over the edge of the quarry trail and into the red markers on the next tier below. The rocks do not have to fall directly into the red markers; just push them over the edge of the trail.

The Dozer has a working loader, but you can leave it down for the duration of this mission (use the Right Analog Stick to move the loader up and down). It may take a minute to get used to the Dozer's steering, as the steering revolves around the back wheels. This makes the steering backwards compared to the other vehicles in the game.

Pause the game upon entering the Dozer to locate the seven rocks around the quarry. The first rock is at the entrance of the quarry. Slowly push the rock over the edge but don't let the Dozer go over it.

Turn to the right and stay on the top tier until you see a gradient upward slope that leads to another rock (use the radar as a guide). Push this rock over the edge, then continue west to the turn in the trail to push the third rock over the edge. Turn east as the trail bends and descends from the last rock, and continue to the crane area. Push the rock near the crane over the edge.

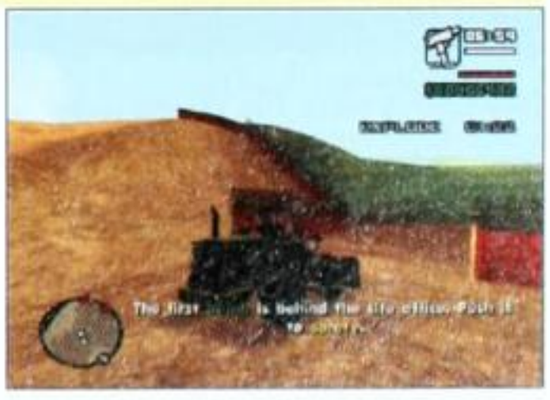
### Anti-Belly-Up Vehicle

It's actually difficult to turn the Dozer upside down and keep it that way. Most vehicles that capsize soon catch fire and explode, but not the Dozer. You can drive it over the sides of the trails and drop down to the next tier (without taking much damage) with no threat of overturning since the driver's cage prevents it from occurring. Use this tip to take shortcuts along the trail.

Continue east, but drive up on the higher tier behind the crane to find the next rock. Push it over the edge and continue in the same direction (west) and push the sixth rock over the edge. Race to the final one to the north and push it down into the red marker. Complete the mission to receive $500 and a text message indicating that the first Quarry Mission has been cleared. Return to the site office to take part in the next mission.

## QUARRY MISSION 2

Reward: $1000



In this mission, there are several explosive barrels strategically placed around the site that must be disarmed in a set amount of time.

You have 1:29 to get into the Dozer and clear the first bomb, which is behind the site office. Make sure the loader is lowered and roll the barrel into the red marker before the time expires. As soon as the barrel enters the marker, another bomb appears.

This time, 2:13 is the time given to dispose of the second bomb, which is in the quarry on the trail behind the crane. Try driving off the end of a trail to save time. Push the explosive barrel behind the crane and up the incline to the red marker.

The third bomb is near the grinder on the bottom level of the quarry. With 2:26 on the clock, try driving over the edge of the trail to save time and push the bomb into the red marker.

For the last bomb, the clock shows 2:49. Find the crusher but don't get stuck under the conveyors (drive under the taller ones). Push the bomb into the red marker, then drive away to avoid the resulting explosion.

## QUARRY MISSION 3

Reward: $2000

Some thieves have stolen some equipment and they're escaping in a Dumper. Use the nearby Dumper to destroy their vehicle. To complete this mission, you must remain inside the Dumper. Ultimately, this limits your available choices for destroying the vehicle. The answer is a drive-by! Before starting this mission, get a Sub-Machine Gun from the nearest Ammu-Nation or refer to the weapons map for "free" weapon locations.

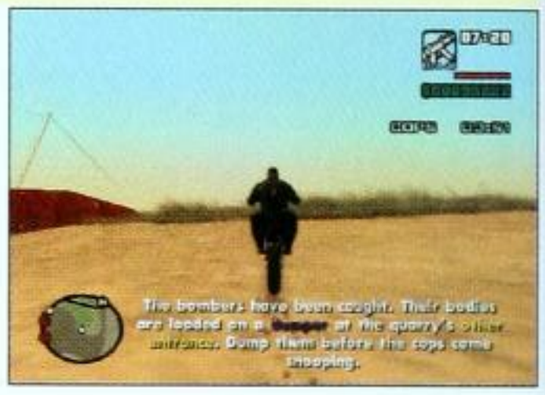
Enter the Dumper and follow the red blip on the map. The thieves head west on the road closest to the quarry, then eventually head north for Fort Carson. Cut corners to quickly catch up to the truck. Once you catch up to them, perform a P.I.T. maneuver (see "Driving School" section) and blast their Dumper full of lead. When it blows up, the mission ends in success!

Watch the damage meter for the thieves' Dumper to determine when the thieves' Dumper will explode. Get away from it before it explodes to avoid taking damage.

## QUARRY MISSION 4

Reward: $3000

Although the bombers from the previous mission were caught, their bodies are loaded into a Dumper at the other entrance to the quarry. It's time to dump them before the cops come snooping around, but there's only four minutes to do so.


The bombers have been caught. Their bodies are loaded on a Dumper at the quarry's other entrance. Dump them before the cops come snooping.

The blue and a yellow blip on the radar represents the Dumper and the checkpoint at the opposite quarry entrance. Jump onto the Sanchez near the site office and head northwest around the outside of the quarry. Look for the checkpoint at the quarry's north entrance. Drive through the checkpoint and enter the Dumper parked in the distance (blue blip).

Drive the Dumper with the dead bodies back to the east entrance near the site office (yellow blip). The Dumper travels over rough terrain with ease, but its large tires cause the vehicle to bounce when driven inappropriately. If a body falls out of the truck, the mission ends in failure. Drive back to the site office and pass through the red marker at the entrance. Note that upon entering the quarry, the bodies slide around much more.

Drive down the tiers of the quarry with extreme caution. If the bodies begin to slide out, hit the brakes or slam it into reverse to force them toward the front of the loader.

Follow the yellow blip to the lower east side of the quarry where a fire is burning. Back the truck up and use the Right Analog Stick to raise the loader and press the R1 button to apply the handbrake. Dump the bodies into the fire to complete the mission.

## QUARRY MISSION 5

Reward: $5000

Drive the Dumper, this time loaded with explosives, to the desert airstrip (Verdant Meadows). The "Deadline" time given for this mission is 3:00.

The most difficult part of this mission is accomplishing it within the time allotted. The drive to Verdant Meadows must be swift, but extreme caution is needed. To mission will end if one of the following occurs: you hit a car, run into a large roadside rock, or drop an explosive barrel.

It's possible to cut through the fields while heading northwest to Verdant Meadows, but a planned route is a necessity. To play it safe, stick to the main roads and make up for lost time on the return trip. If you experience difficulty seeing the traffic ahead of the truck, use first-person view or tilt upward on the Left Analog Stick while continuing to steer with the same control.

Upon reaching the red marker (yellow blip) at the end of the Verdant Meadows runway, use the handbrake and dump the load into the red marker. If the barrels hit outside of the soft soil inside the red marker, the mission is failed. Successfully dump the load to complete the mission.

## QUARRY MISSION 6

Reward: $7500

A Dumper has spilled its load of explosives all along the train tracks. Use the Dozer to clear the explosives before the next train passes. You have exactly 3:00 to complete this task.

Hop into the Dozer and locate the multiple green blips on the radar covering the nearby railroad (red line on the radar). Quickly head for the tracks and approach the explosives.

There's not enough time to push each barrel off the tracks. Start at the southern end of barrels along the right track and follow the track to the north. As you push through the barrels, they begin to roll off to the side of the tracks as more barrels are pushed into each other. When a barrel is cleared from the tracks, the green blip on the radar disappears.

Sometimes an occasional barrel won't roll far enough away from the track. When this occurs, the green blip remains on the radar. Use the same tactic to remove all of the barrels from the tracks.

## QUARRY MISSION 7

Reward: $10,000



In this mission, an officer has been killed. Use the Dozer at the bottom of the quarry to dispose of the body before more authorities arrive. This mission involves a handful of objectives that must be completed in a timely manner. The timer is set at 8:00 minutes to complete this mission.

Jump onto the Sanchez (near the site office) and race into the quarry. With total disregard for the trail, head for the Dozer at the bottom of the quarry (blue blip). Accelerate and jump from tier after tier to reach the Dozer. Note that these jumps will earn an **Insane Stunt Bonus** award.

Two green blips that appear on the radar upon entering the Dozer represent the locations of the HPV-1000 police motorcycle and the officer's body bag. Use the Dozer to push each object into the crane pick-up area (red marker on the quarry floor). It doesn't matter which object is pushed first, just get them both inside the red marker below the crane. The bike is in plain sight, while the body bag is behind a mound of earth.

With both objects in the crane pick-up area, exit the Dozer and ride the Sanchez up the trail to the red marker near the crane. Jump off the bike and enter the red marker next to the crane. Press the Triangle button to enter the crane.

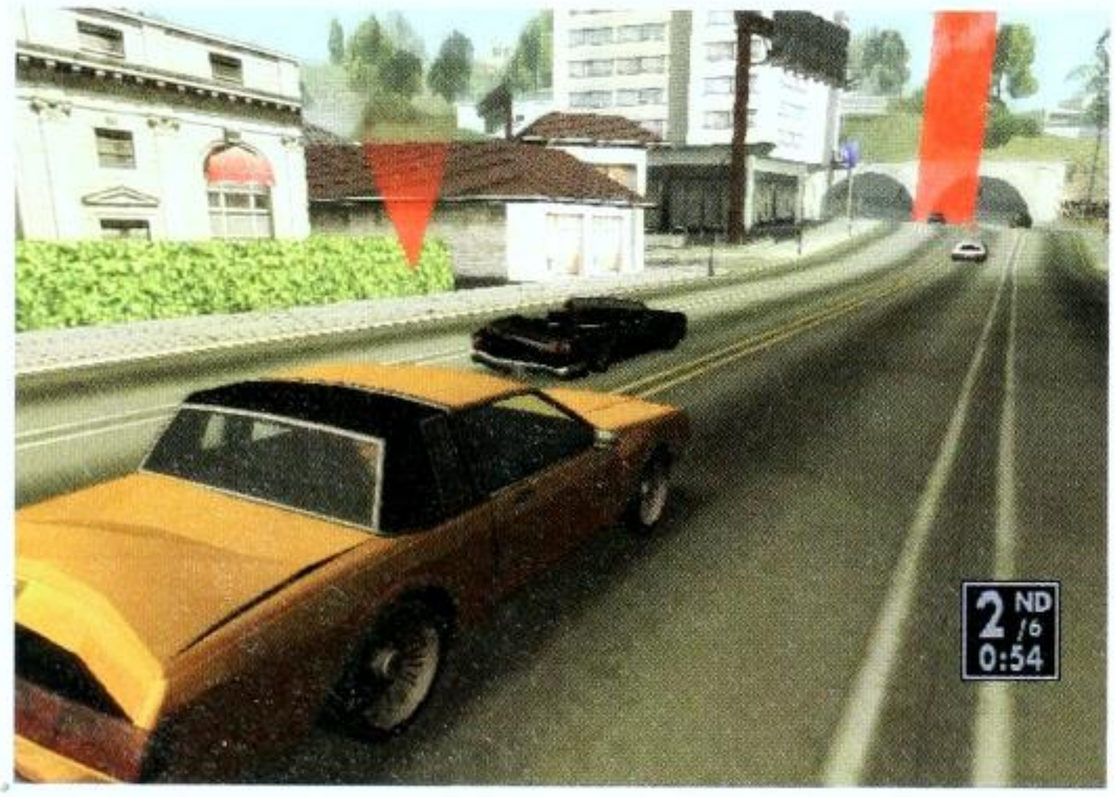
Move the magnet to the left and drop it on top of the body bag or the police bike. Lift and turn the magnet to the right and drop the object into the Dumper's loader (blue blip). Get the object as close to the truck's cab as possible, so there is room for them to slide around. With the bike and the body in the Dumper, exit the crane and enter the Dumper. Carefully drive the Dumper up the trail it was facing and proceed north to the yellow blip. After passing through the site office entrance, dump the body and the bike into the water.

Follow the new yellow blip to the south, across the street and to the water's edge. Back up the truck into the red marker at the edge of the cliff and lift the loader to dump the objects over the cliff into the water below (into the red marker). Once the objects hit the water—and the marker—the mission is complete.

After successfully completing all of the Quarry missions, you can play the missions over again to beat your best time. Enter the same red marker at the site office and press the R3 button to skip past missions you don't want to play.

mission passed!
$10000
Quarry missions complete in 31m 25s. In future missions you will be competing against your own best times.

# Race Tournaments



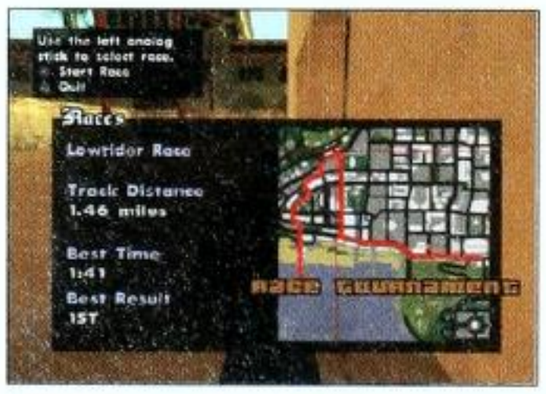

**Prerequisite**
Complete the San Fierro mission Deconstruction, then complete the Driving School. A phone call alerts you to the Race Tournaments opportunity.

**Locations**
After the phone call, four race flag icons appear around San Andreas. There is one in Los Santos, one in San Fierro, and two in Las Venturas. Find these locations on the map and step into the red markers to access that area's Race Tournament menu.

**Reward**
Cash awards from winning races.

## Details

These races are actually illegal street races that involve a variety of vehicles. From the Race Menu, select a race from the multiple races. The Race Menu shows the name of the race, the length of the track, and a map illustrating the course. It also displays the best time and position, if you have attempted it previously. Each race can be replayed an unlimited number of times. To start a race, press the X button.




## General Rules

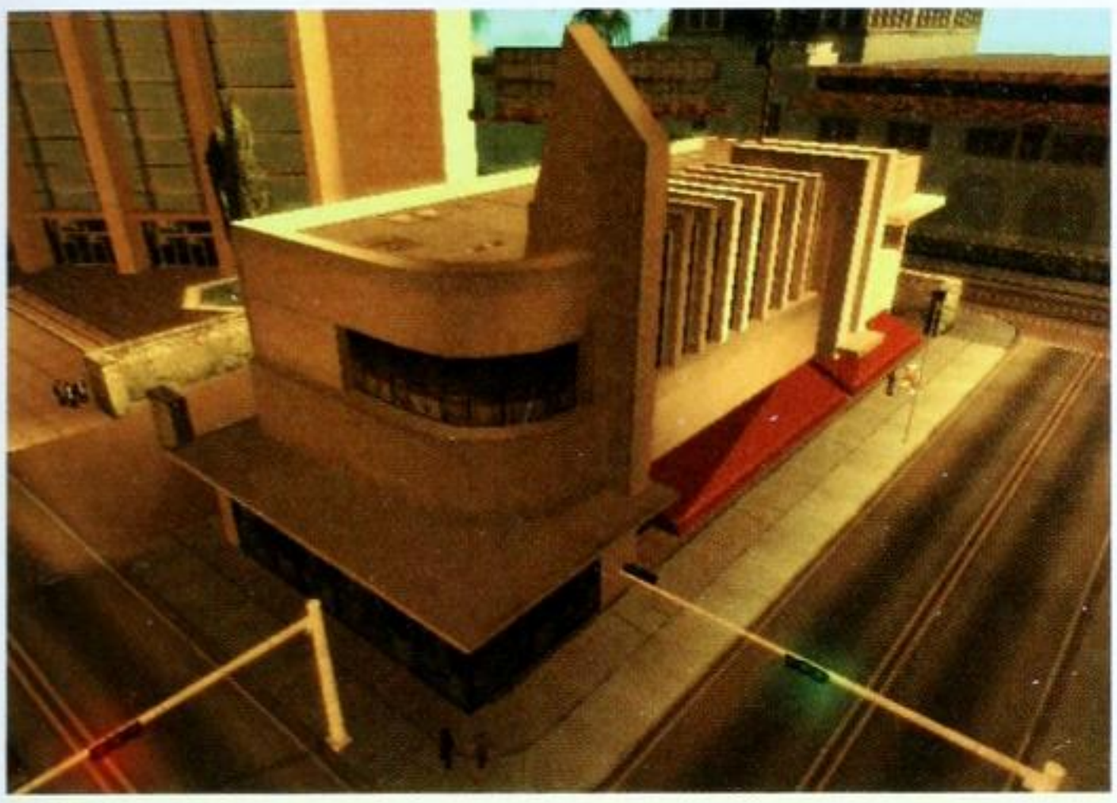
The race ends in failure if you destroy your vehicle or an opponent's vehicle. If you leave your vehicle, you have 25 seconds to return to it before the mission is failed.

Each race is a unique checkpoint-style race against computer-controlled opponents through a specific area of San Andreas. Simply pass through the active checkpoint to activate the next checkpoint. A $10,000 cash reward is given to the winner at the end of each race.

### Driving Skill

The higher CJ's Driving and Bike Skills, the better chance he'll have to win the race. For example, the Blade in the Lowrider Race fishtails less often when CJ's Driving Skill is higher. A full Driving Stat bar makes the Lowrider handle much better.

# Los Santos Race Tournament

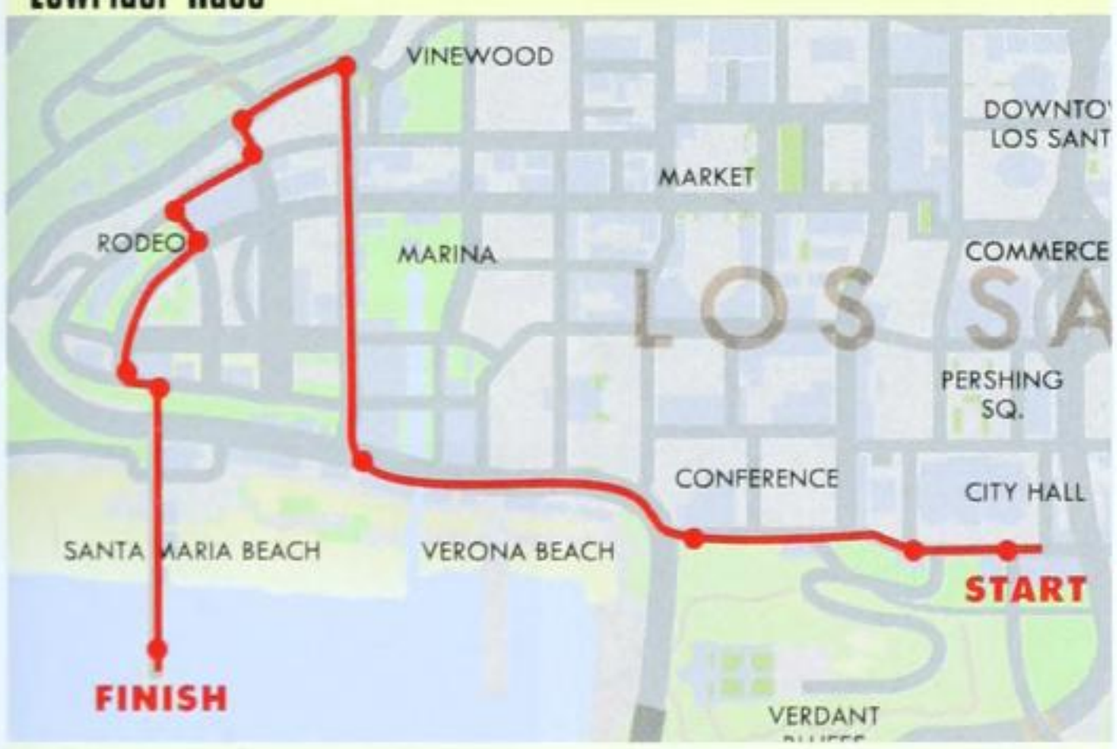


**Location**
Follow the race flag icon on the Los Santos map to Little Mexico and step into the red marker behind the building.

## Details

The nine available races at the Los Santos, Little Mexico Race Tournament are: Lowrider Race, Little Loop, Backroad Wanderer, City Circuit, Vinewood, Freeway, Into the Country, Badlands A, and Badlands B.

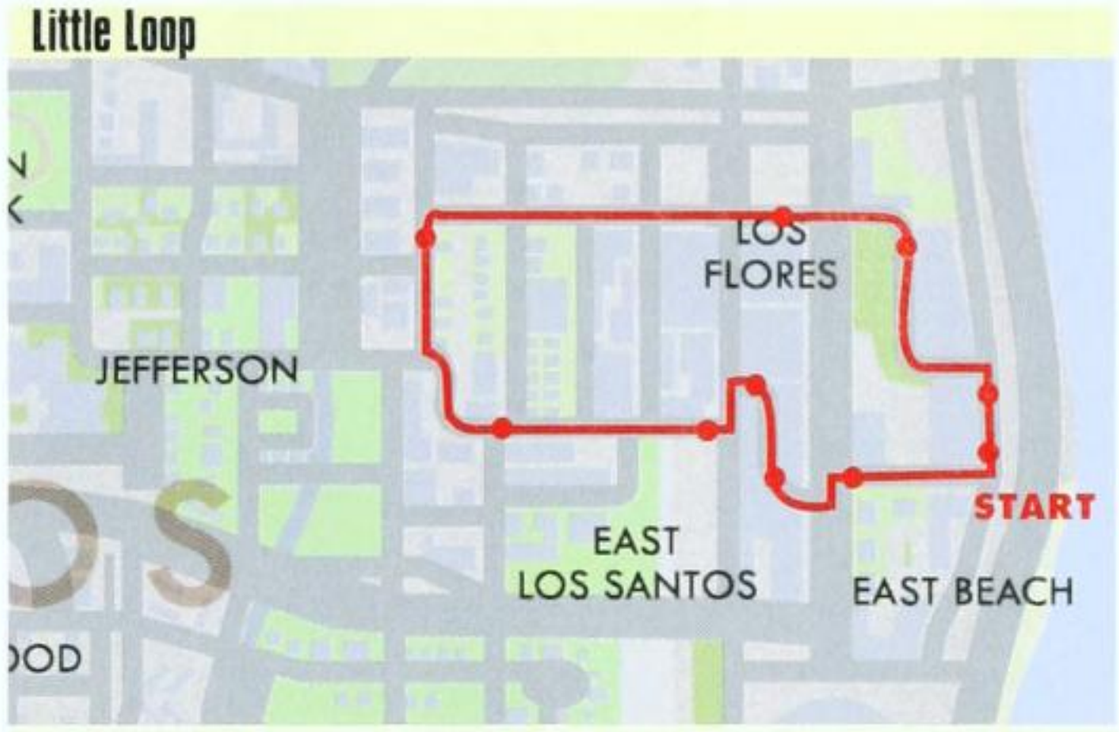
## Lowrider Race




**Track Distance: 1.46 miles**
**Vehicle Used: Blade**

A low Driving Skill may lead to difficult handling in the corners with the Blade. The rear of this lowrider feels light, so take it easy in the turns to avoid fishtailing. Use the Blade's surprising top speed to zip past competitors in the straightaways. Watch out for the opposing traffic when entering the Santa Maria Beach boardwalk; turn onto—and stay on—the right side of the road along the boardwalk.

## Little Loop

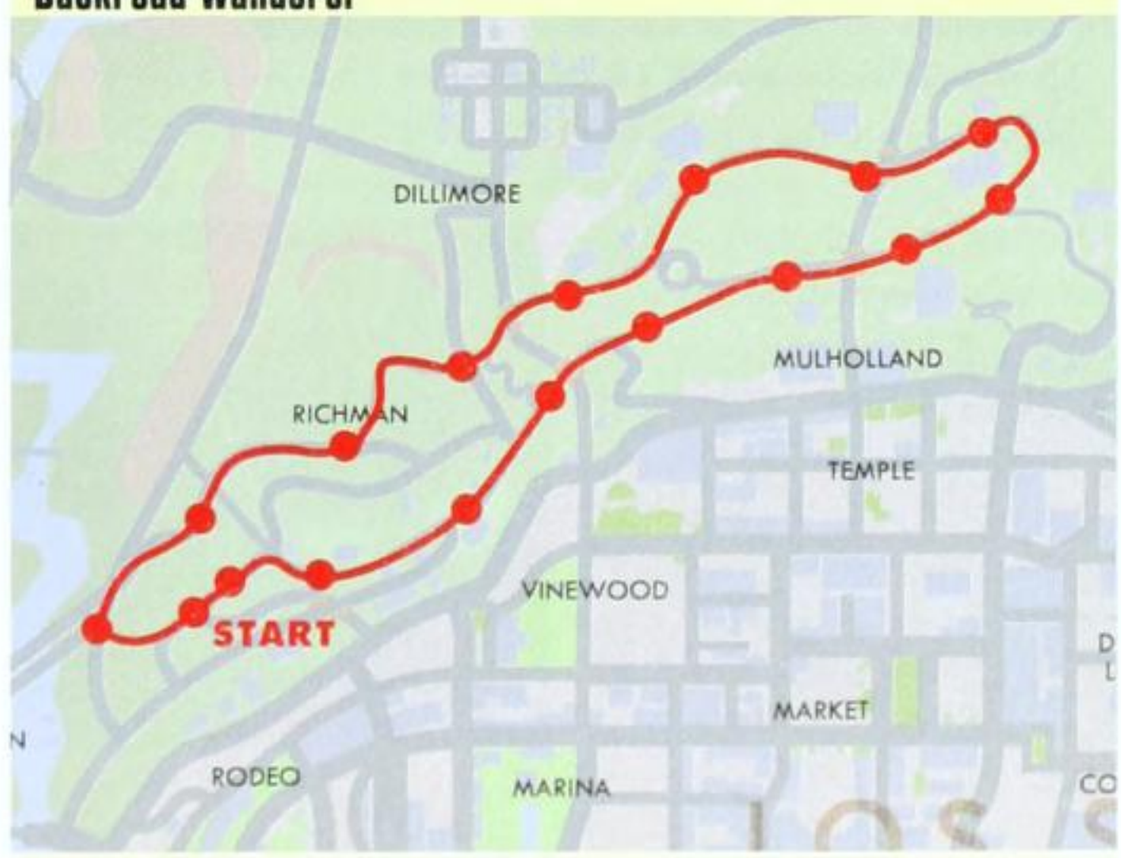



**Track Distance: 0.82 miles**
**Vehicle Used: NGR-500**

This motorcycle race begins on East Beach and ends somewhere near Las Colinas. From the start, lean forward while accelerating. The NGR-500 is so powerful that you automatically perform a wheelie if you don't push the front end down. Also, hold down the front end as you crest the large hills along this hilly, city course.

The key in all motorcycle races is to lean forward slightly for the aerodynamic speed boost, a technique that the opponents rarely use. This strategy should put CJ ahead of the pack every time.

## Backroad Wanderer



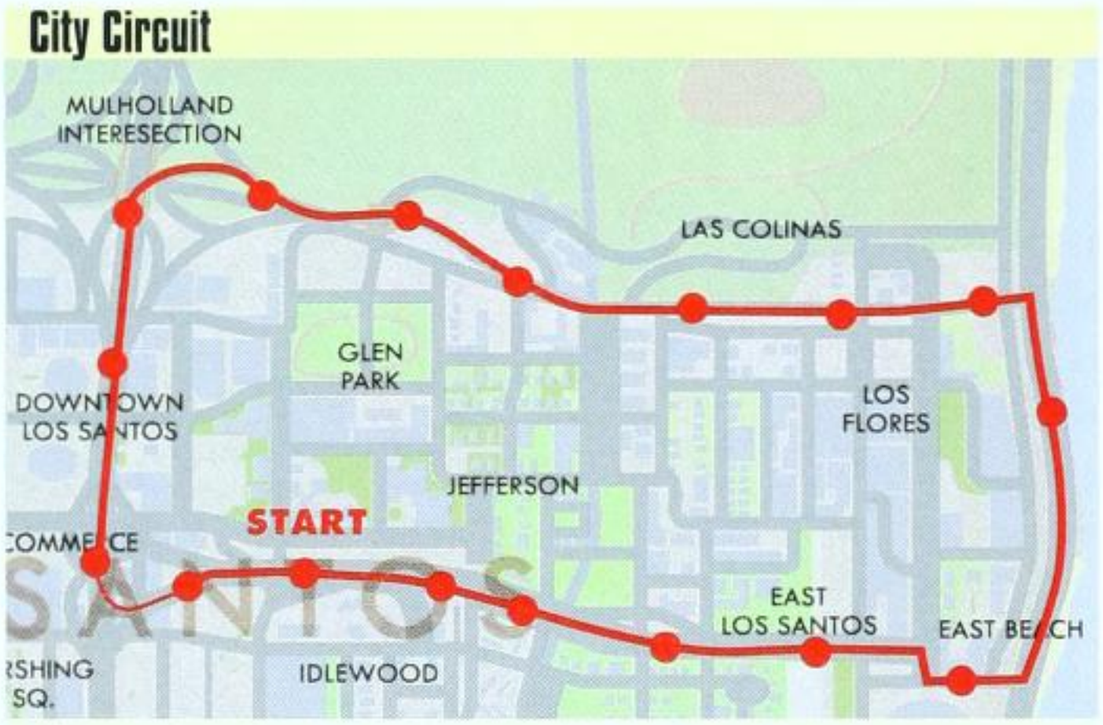

**Track Distance: 2.05 miles**
**Vehicle Used: FCR-900**

### Ride the Line

When racing a motorcycle down a divided road, drive down the center line to avoid both lanes of traffic. When on large freeways with center dividers, drive down the right shoulder to avoid all the one-way street traffic. Cars usually pull to the left to avoid approaching vehicles.

This motorcycle street race begins in the hills of Richman and loops around in Mulholland, eventually returning to the starting position in Richman. Master the turns on the hills and learn to negotiate the sharp turns after checkpoint 8 (just beyond the high road at the fork). This should enable you to conquer this course with ease.

The toughest turn, however, is the one just before the climb to the last road before the finish. You'll know it after your first try; it's the brick wall that most everyone will hit at least once. To avoid it, just slow down and cut to the inside of the corner.




**Track Distance: 2.26 miles**

**Vehicle Used: FCR-900**

This motorcycle race starts on the freeway in Idlewood, extends to East Beach, then pays a return visit to Idlewood. Essentially, it's a large, oval-like course with nothing but left turns.

There are lots of wide straightaways on the freeway, so lean into an aerodynamic speed burst to leave the competition way behind. Try to get a comfortable lead so that you can exercise more caution in the tighter, congested city corners.

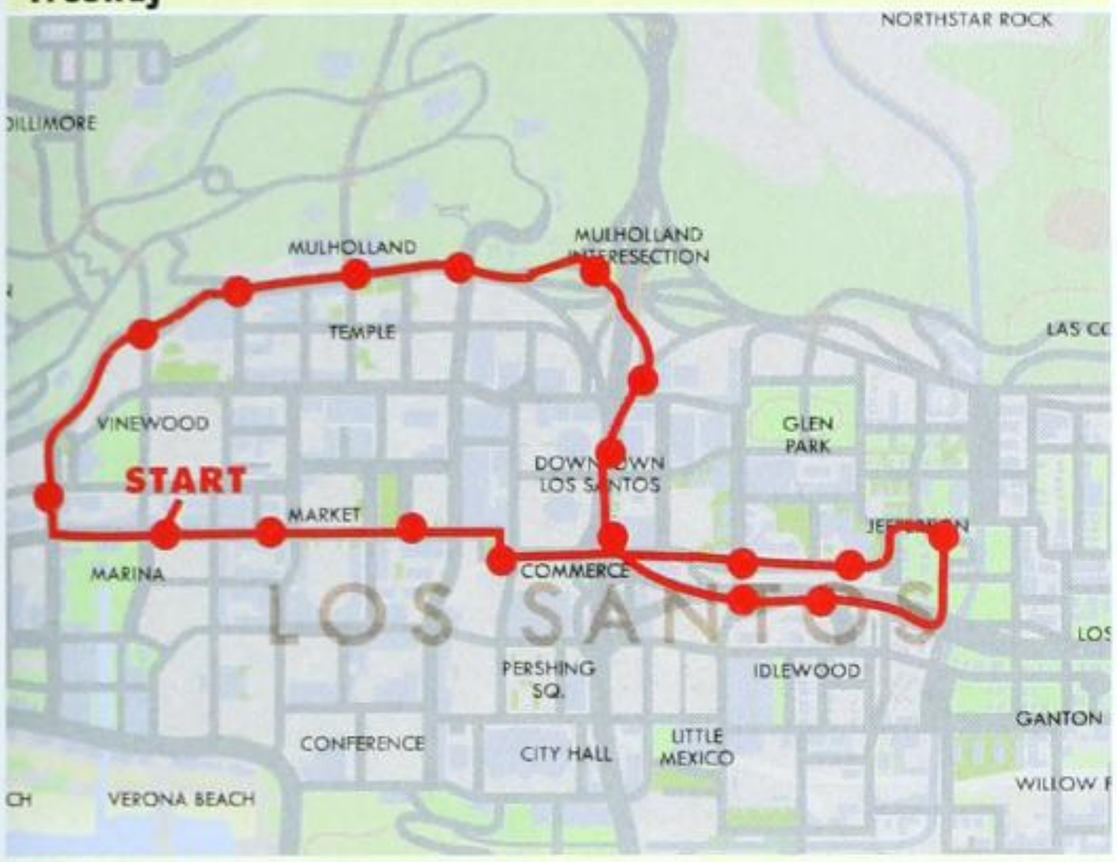
**Track Distance: 2.41 miles**

**Vehicle Used: Sunrise**

This sedan and two-door compact car race is one of the tougher challenges in this race circuit. Getting ahead of the competitors early is very beneficial. Notice how all the competitors swerve across the road at the start of the race. To counter this, swerve in the opposite direction.

When you crest the hills of Richman, slow down just before the road dips to avoid going airborne through the seventh checkpoint, and slow down a bit when passing over the hill just past the seventh checkpoint. This should prevent your car from hitting the short wall on the left at the bottom of the hill just before the bridge. Beyond that area, the rest of the race is routine.

## Freeway




**Track Distance: 2.62 miles**

**Vehicle Used: Super GT**

Freeway is a race through the heart of Los Santos against 12 other two-door sports cars. From the start, ride on the left side of the road to pass the pack of competitors to the right. Watch out as everyone swerves to miss slower, non-racing traffic.

Watch out for the sharp right turn in Commerce at the end of the first straightaway; either go around the island in the road or slow down to go over it. Hit it too hard and you can kiss your lead goodbye.

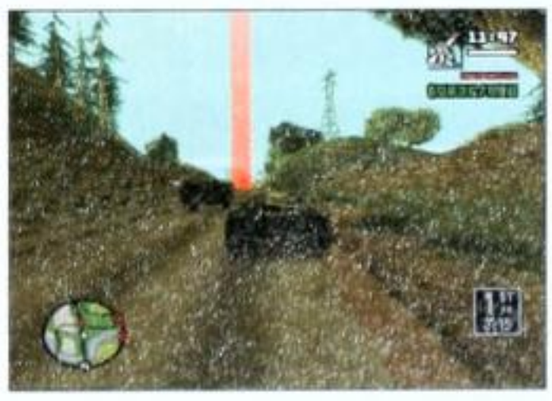
After that, it's nothing but straightaways and cornering. When the race hits the freeway, just hit the gas. Stay to the right shoulder to avoid slower traffic. Slow down when you exit the off-ramp; it's easy to lose control when your car is in the air.

## Into the Country

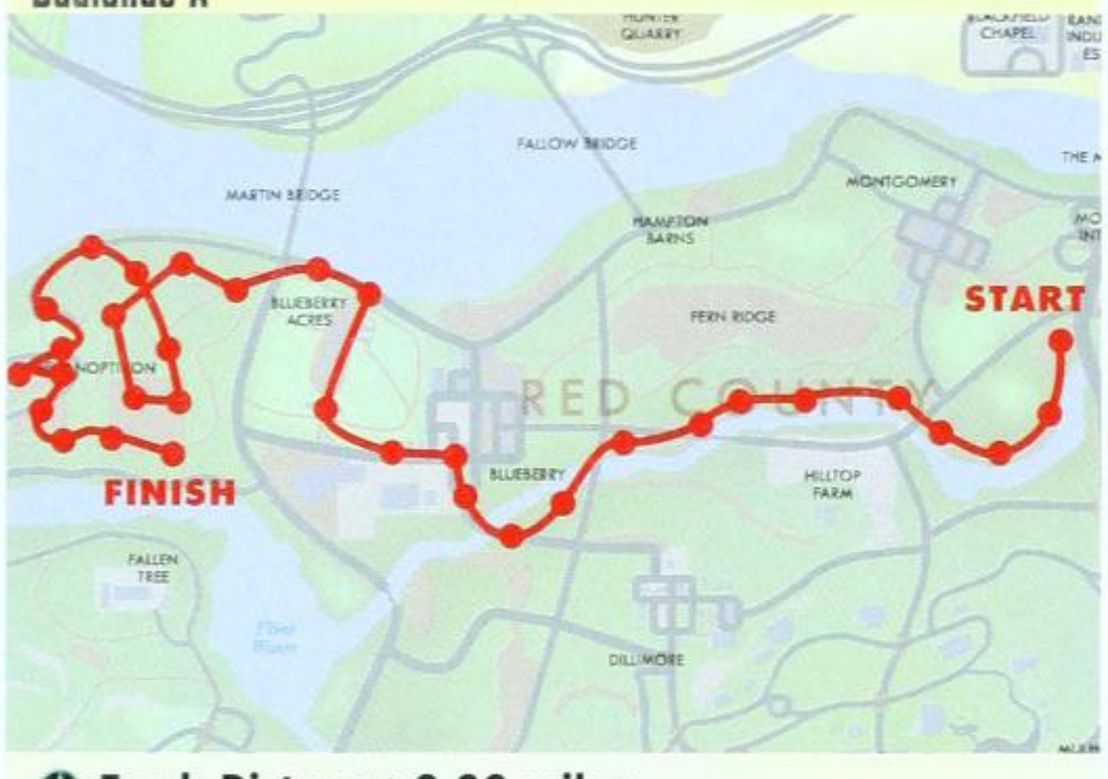
**Track Distance: 5.22 miles**

**Vehicle Used: Bullet**

Unleash the power of the Bullet in this race, with all of its wide-open roads and straightaways. When this vehicle hits its top speed, the competition will be left in the dust—even before you leave the city! The short drive through northern Red County can be trouble-free once your competitors are out of the picture.



## Badlands A




**Track Distance: 2.99 miles**

**Vehicle Used: Sabre**

## Badlands B

**Track Distance: 2.99 miles**

**Vehicle Used: ZR-350**

Badlands A and Badlands B are actually one race that has been divided into two parts. You must win both races to earn as much as the other race's pay out. These races may seem very familiar if you completed Catalina's mission, Farewell, My Love.

It's difficult to stay on the road under the canyon near the starting line. Also, make sure you hit the barn-jumping ramp with enough speed to clear the barn. If you don't have enough speed, simply go around it. Follow the small dirt path to the right of the farm to get back on course. A failed jump at this stage could cost you the race. Lastly, don't underestimate the dirt road corners.

When climbing the mountain dirt roads, look for the shortcut with the Police Bribe. Cut this corner to gain significant time on your opponents, as they will likely stick to the longer route.

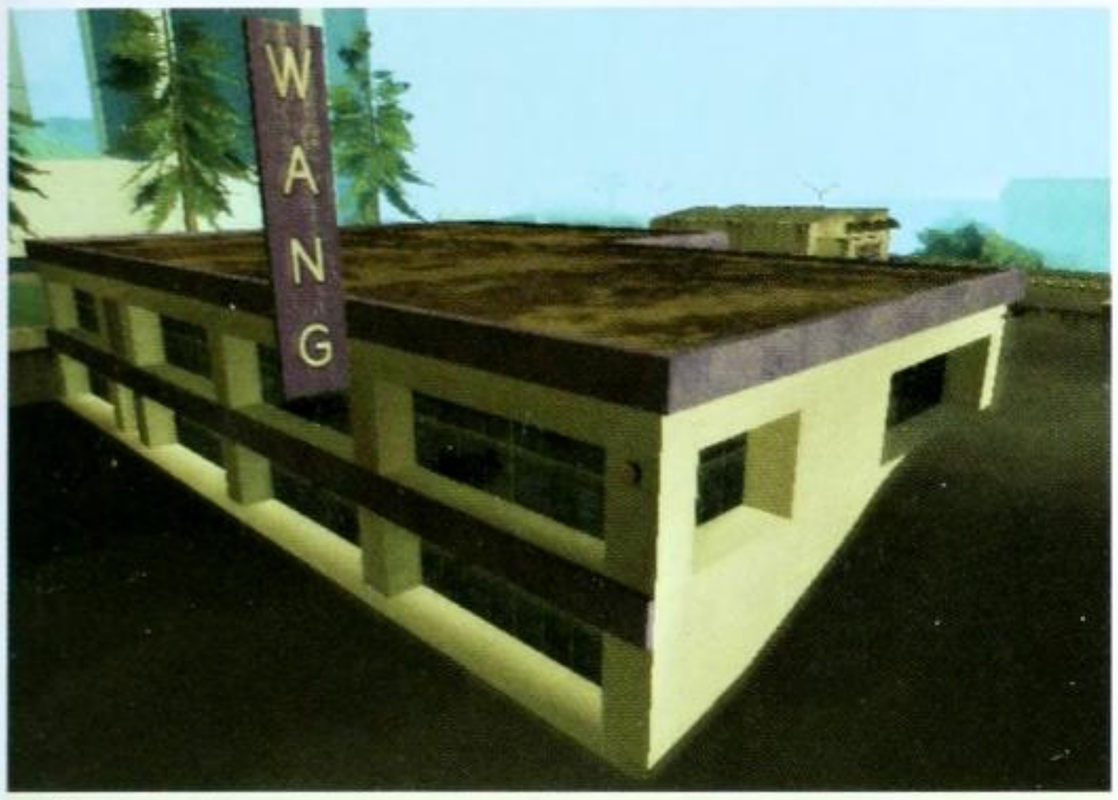
This race is along the same course as Badlands A, except this time you return back to the Badlands A starting position! Another noticeable difference is the vehicle, which is the ZR-350.

It is imperative to stick to the roads as much as possible, especially when passing the thirteenth checkpoint near the coastline.

If you choose to drive off-road to cut corners, you may make the biggest mistake in this race: missing the wooden bridge! If this occurs, you fall to the road below and it makes it virtually impossible to get back into contention.

When driving back through the farm in Blueberry Acres, take the side road instead of risking the jump through the barn, unless you feel confident about the jump.

# Downtown San Fierro Race Tournament




**Location**
Follow the race flag icon on the San Fierro map to the area behind the Wang Car Showroom (an asset property) in Downtown San Fierro. This is just down the block from the Cranberry Train Station and the Garage that you won in the main story missions.

## Details

The six races available at the Downtown Race Tournament are: Dirtbike Danger, Bandito County, Go-Go Carting, San Fierro Fastlane, San Fierro Hills, and Country Endurance.

### Dirtbike Danger

**Track Distance: 1.99 miles**
**Vehicle Used: Sanchez**

The Dirtbike Danger race is an off-road dirt bike race through Back O' Beyond in Flint County. Although it's one of the shorter races, it can be quite trying. The Sanchez is the fastest bike over rough terrain, but it is very light and somewhat difficult to handle. (Get CJ's Bike Skills up to make this race easier.) Pull the front wheel up when exiting bridges that lead to dirt mounds; if not, a face-plant is inevitable.

Watch out for the deep rut in the road between checkpoints 8 and 9. If you get stuck in the rut, you will likely get jettisoned off-course. Try navigating along the left side of the path through this treacherous area. In the straightaways, lean forward for an aerodynamic speed boost.

### Bandito County

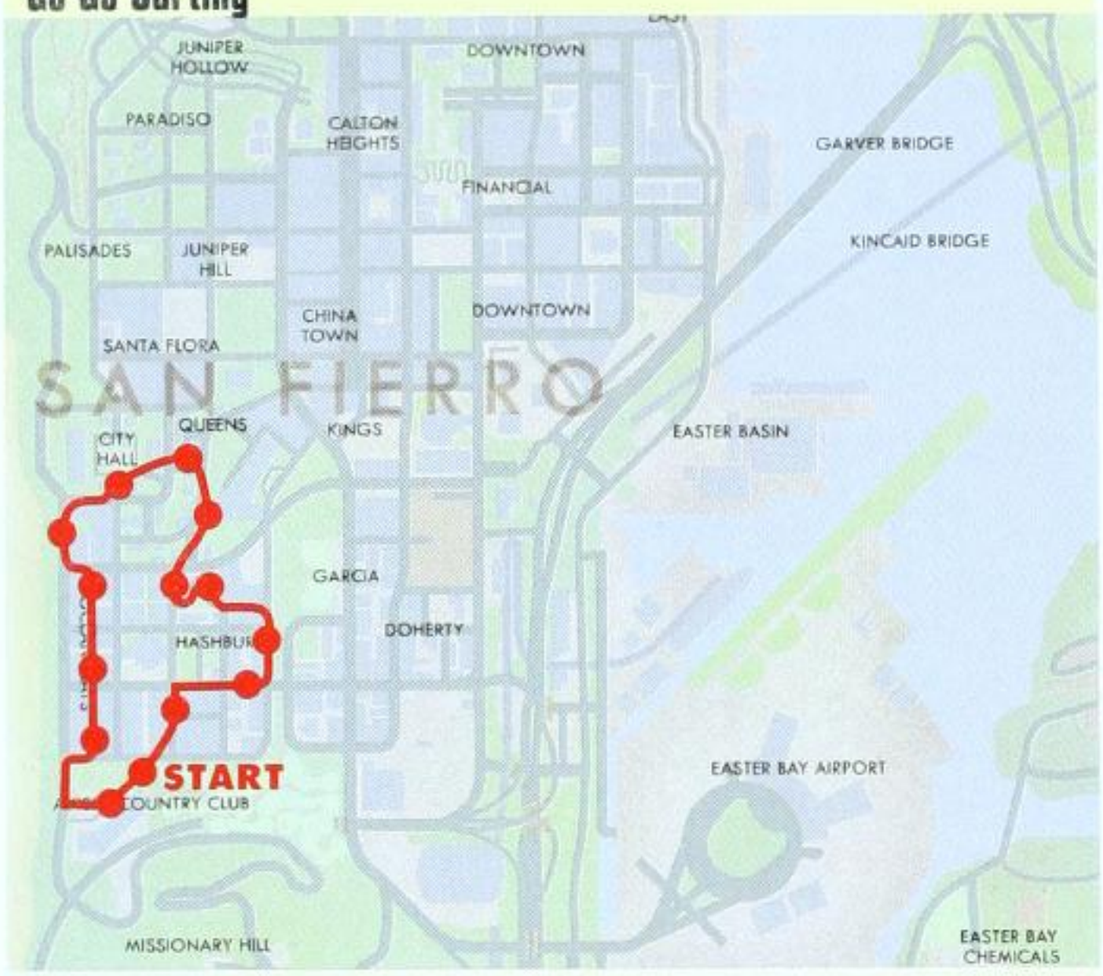
**Track Distance: 2.02 miles**
**Vehicle Used: Bandito**

The Bandito, which has a very low center of gravity, can do amazing jumps at insane angles and still land on all fours. However, there are a couple of places on the course that can be troublesome, so be warned.

Just after checkpoint 9, veer to the right and find the river fjörd to cross the small stream. A **Police Bribe** sits in the middle of the fjörd. If you miss the fjörd, though, you risk sinking the Bandito in the water.

In the last turn of the race (just before the last checkpoint) there is a very steep, downward slope that turns sharply to the right and goes into a river. Take it slow through here and just try to stay on the road.

## Go-Go Carting




**Track Distance: 1.18 miles**

**Vehicle Used: Kart**

Since the Kart is so low to the ground, it's capable of insanely sharp turns without turning over. The steering is hypersensitive, though. Also, tilting up on the Left Analog Stick to get a better view sort of makes steering tougher, while using a pulled back camera view makes navigating turns a bit more difficult.

One of the toughest challenges is to avoid traffic and pedestrians. Since the Kart is so small and light, hitting a pedestrian can really mess things up.

Another difficult challenge is zipping through the alleyways without hitting any dumpsters. Take it easy through the alleyways and steer down the center portion. Use other straightaways to make up for any lost time in the alleyways.

## San Fierro Fastlane

**Track Distance: 1.64 miles**

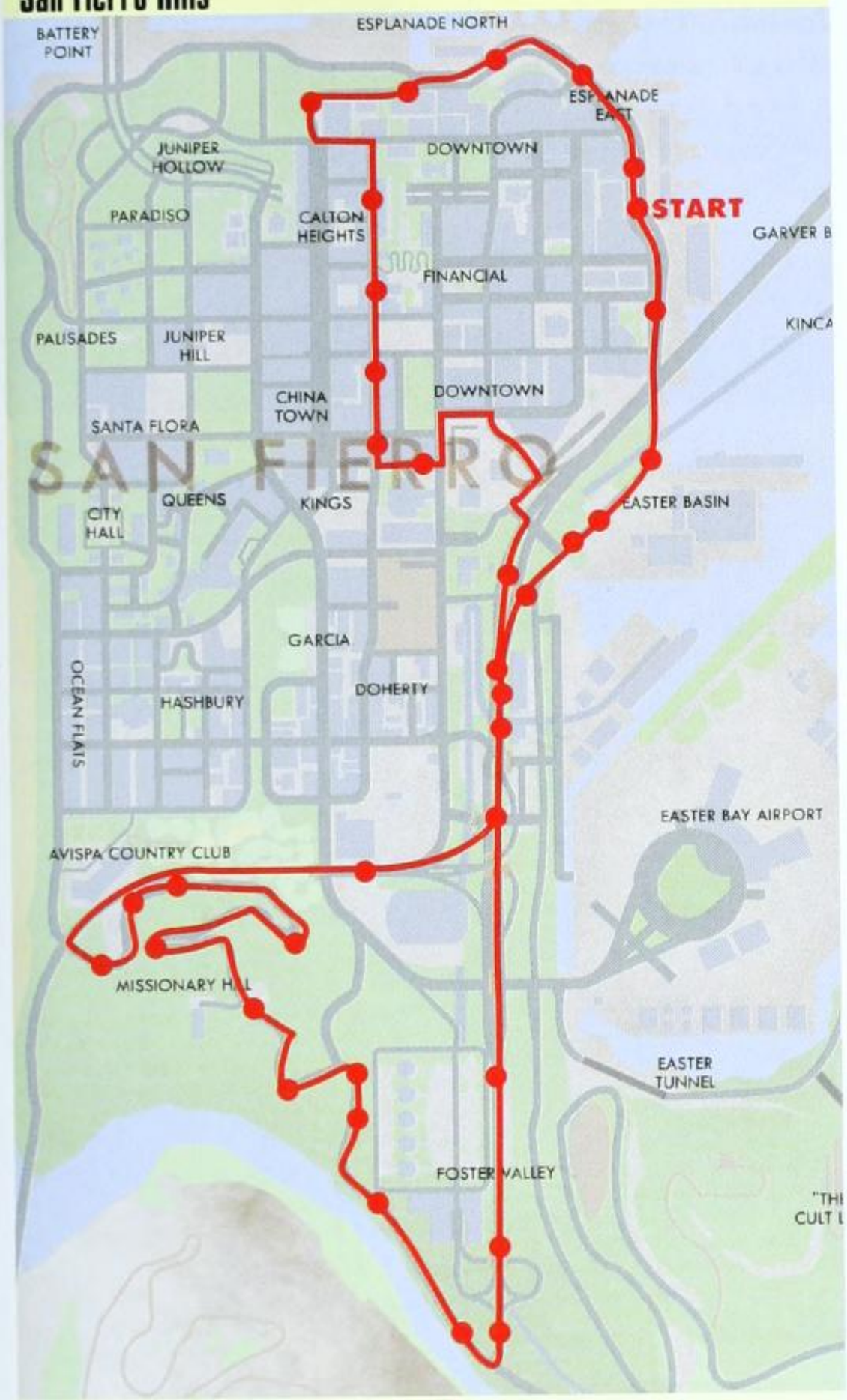
**Vehicle Used: Alpha**

This race goes through the hilly streets of San Fierro, starting in Paradiso and reaching into Juniper Hollow, Calton Heights and the Downtown area. The car of choice is an Alpha, while the competition drives similar 2-door sports cars.

Since most of the straightaways end at the top of a large hill, your vehicle will most likely get some serious air. When you fly off the crest of a hill, do so in a straight line so that the vehicle doesn't go off-course.

Slow down just before checkpoint 13, which is an uphill checkpoint positioned just prior to a slightly higher hump in the road. Hit this area too fast and you'll miss the sharp, right-hand turn that follows the checkpoint.

## San Fierro Hills




**Track Distance: 5.20 miles**

**Vehicle Used: Phoenix**

The San Fierro Hills race begins on the eastern edge of Downtown San Fierro and reaches as far as Mount Chiliad, then snakes back to the starting position. All of the competitors drive vehicles similar to the Phoenix, so it shouldn't be a tough race.

Note that when a blip appears as a Triangle icon on the radar that the checkpoint is at a higher or lower altitude. Such is the case with checkpoint 12, as checkpoint 13 is to the left and up the freeway on-ramp (not inside the tunnel as it may appear from a distance). Other than this area, it's smooth sailing to Mount Chiliad and back again.

## Country Endurance

**Track Distance: 6.68 miles**

**Vehicle Used: Bullet**

Country Endurance is almost two miles longer than the San Fierro Hills race. It starts at Easter Bay Airport and tours most of Flint County. Best of all, you get to drive one of the fastest cars in the game—the Bullet!

The toughest competitor is the one driving the Banshee. Try to keep your car in good condition, since this is a long race. Avoid unnecessary collisions with other racers and non-competitors on the road.

It may take a while to pass the Banshee, but keep a cool head and drive with extreme caution to prevail in the end. It's possible to overtake the Banshee in the last handful of checkpoints in the Whetstone area. Be careful not to damage your car, as the Bullet isn't exactly known for its strength.

## Las Venturas Airport Freight Depot Race Tournament

**Location**
Follow the race flag icon on the Las Venturas map to the Las Venturas Airport Freight Depot, then enter the red marker on the east side of the building.

### Details

The four races available at the Freight Depot Tournament are: San Fierro to Las Venturas, Dam Rider, Desert Tricks, and Las Venturas Ringroad.

### San Fierro to Las Venturas

**Track Distance: 4.85 miles**

**Vehicle Used: Banshee**

San Fierro to Las Venturas is another fast-paced sports car race. One key is to drive down the right side of the road to avoid slower traffic. Although this is a long race, the Banshee's outstanding speed will prevail in the end.

Don't miss the sharp turn at checkpoint 10 into the town of Fort Carson. Take it easy in town, then gun it while traveling into the desert hills. Take it easy on the sharp, winding road up the mountain to avoid flying off the side.

## Dam Rider

**Track Distance: 2.67 miles**

**Vehicle Used: NGR-500**

Dam Rider is much like the last race but this one has some tricky, sharp turns. One of the best features is the fact that the course goes across the Sherman Dam at the end, which is really cool.

Watch out for the sharp turn in the course between checkpoints 2 and 3; prepare for it by slowing down and you're sure to gain a few positions. There's another sharp turn that leads under a bridge at checkpoint 7. Slow down for this one, or you may end up in the water!

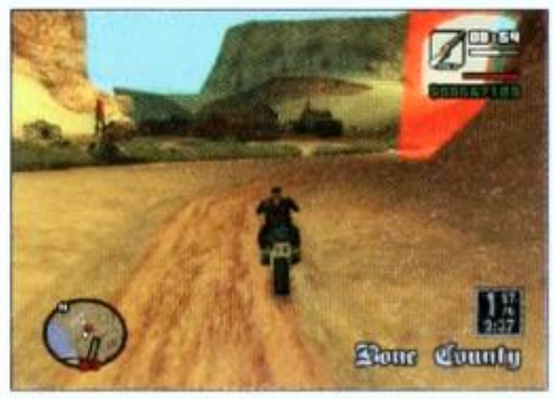
## Desert Tricks

**Track Distance: 2.91 miles**

**Vehicle Used: FCR-900**

This is a short race full of tricky turns against some tough competition. Use the straightaways for an aerodynamic speed boost, but back off to make it through a tight turn. Look out for the sharp, right-hand turn into checkpoint 9.

After crossing the Sherman Dam, watch for the sharp, left-hand turn that leads back onto the dirt. Cut the corner and pass through the dirt road to checkpoint 24. There are plenty of opportunities in this race to cut corners.



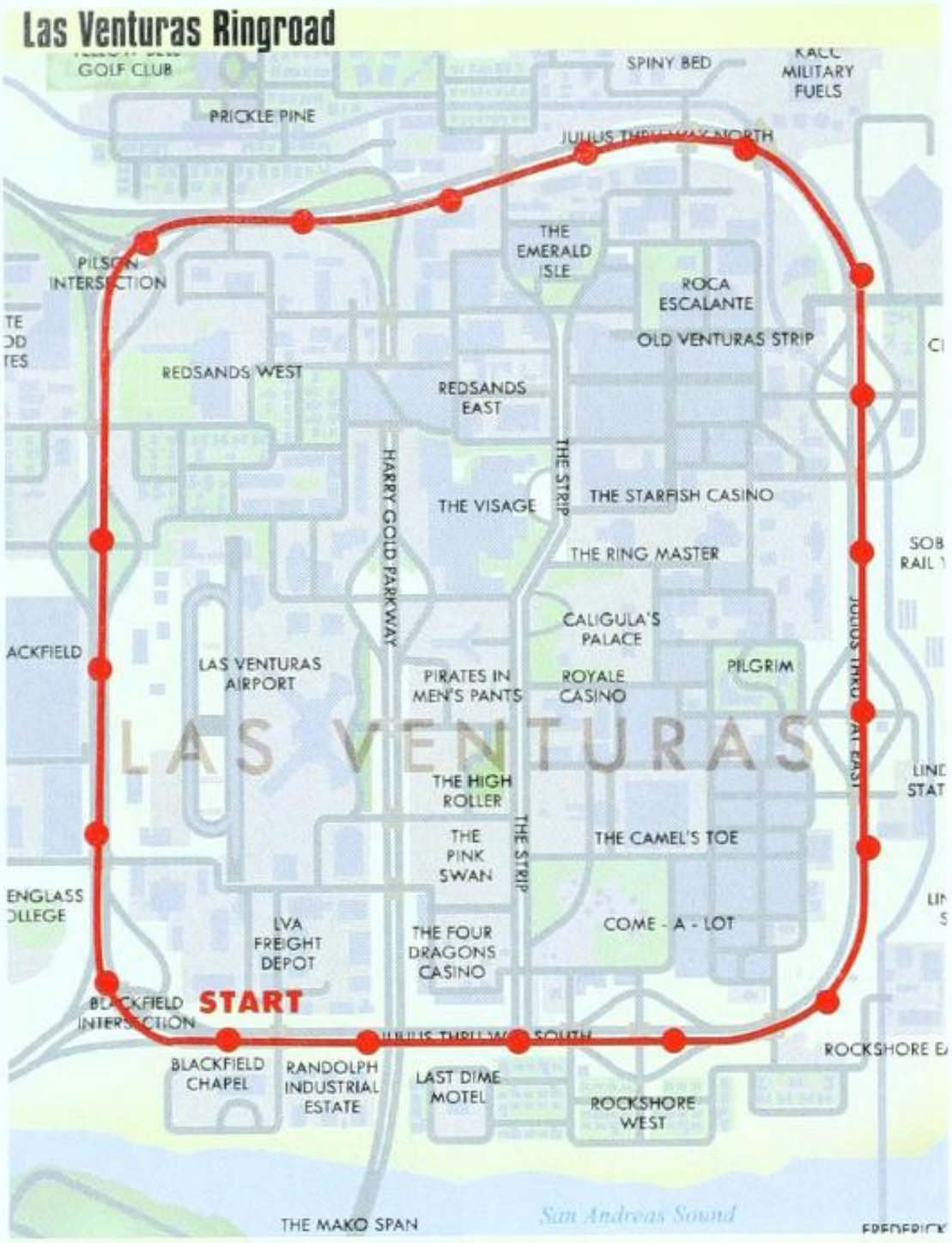
# Las Venturas Airport Race Tournament

**Location:**
Follow the race flag icon on the Las Venturas map to the LVA Airport. Enter the red marker to the right, just inside the entry gate. This gate opens after getting your pilot's license.

## Details

It's time to take to the skies in six checkpoint-style challenges. These missions are less of a race and more like a time challenge. To pass these missions, just survive the course and fly through all of the checkpoints. You are not required to land the aircraft after passing through any of the final checkpoints.

The six races available at the Airport Race Tournament are: World War Aces, Barnstorming, Military Service, Chopper Checkpoint, Whirly Bird Waypoint, and Heli Hell.




**Track Distance: 3.70 miles**
**Vehicle Used: Turismo**

This race begins and ends at the Blackfield Intersection on the Julius Thruway South. Simply hit the gas and let the Turismo burn up the road to leave the competition behind in the first stretch.

Use the right shoulder of the road exclusively. This helps to bypass all of the traffic (except the occasional motorist exiting the thruway), and puts your vehicle in position to activate the checkpoints without having to pass directly through them.

### WARNING: Aircraft Damage

When an aircraft takes damage, it diminishes its ability to fly. If the aircraft is slightly damaged, some fire may become visible but don't bail out since it will usually flame out. Depending on the amount of damage, a second fire may go out as well. If subsequent damage causes a third fire, then parachute out!

### Checkpoint Coronas

You don't have to fly directly through the red checkpoint coronas, however, it usually helps to line up the aircraft for the next checkpoint. The rings are slightly thicker on the entry point and taper down to show the direction of the next checkpoint. Use the radar to locate the next checkpoint.

## World War Aces

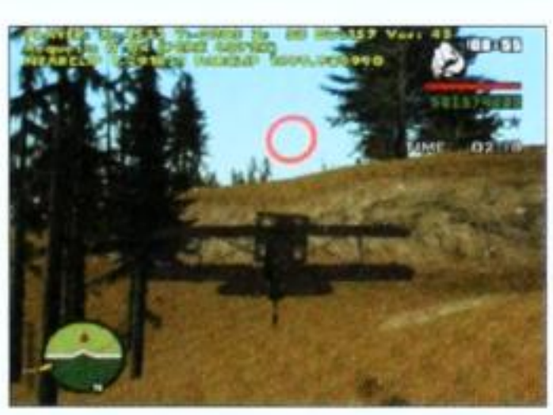
**Track Distance: 4.24 miles**

**Vehicle Used: Rustler**

This mission starts from Los Santos International in the Rustler. This is a single prop, WWII combat aircraft with mounted machine guns. This plane has retractable landing gear, so remember to tuck them in after taking off for better handling.

The Rustler is much easier to fly than the Stuntplane. It may not be as maneuverable, but it certainly seems more stable in the air. Remember to do most of your lateral turning by manipulating the tail rudder with R2 and L2.

The first tricky spot is the harsh right-hand turn around checkpoint 16 to reach 17. It requires more than the rudder to make this sharp turn, so roll clockwise a bit and pull back to nail this turn.



The next tricky spots are checkpoints 20 through 22. These rings are placed dangerously close to trees. If you are aligned to fly directly through checkpoint 20, then safe passage is assured. If you get too close to the trees, roll the plane 90° so that the wings are vertical. Use the rudder to maintain altitude while in this partially inverted position.

## Barnstorming

**Track Distance: 7.64 miles**

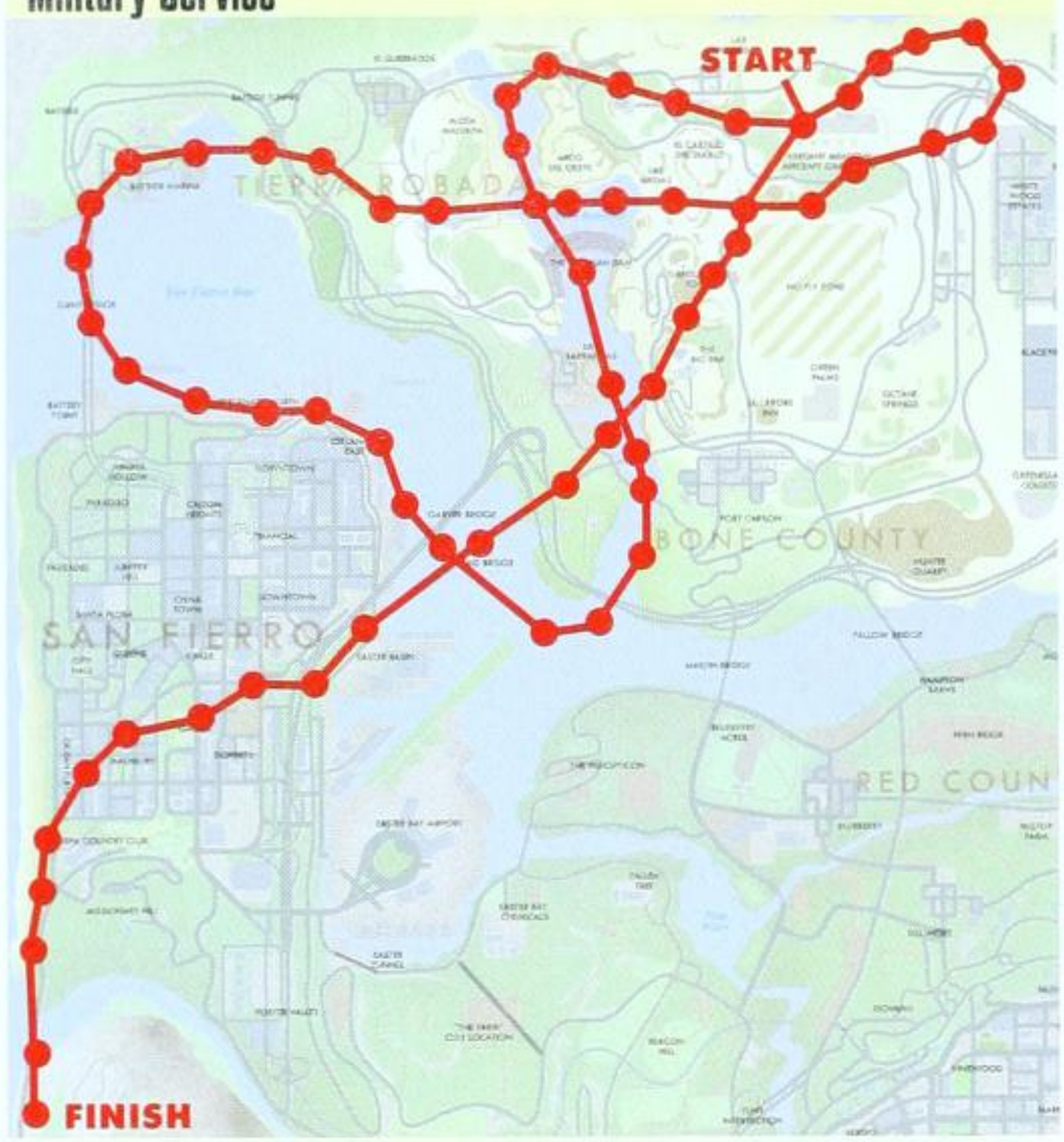
**Vehicle Used: Stuntplane**

The Stuntplane's controls are very sensitive. Make small altitude adjustments by tilting up or down on the Left Analog Stick. Do most of your lateral steering (Yaw) using the rudder on the vertical stabilizer (L2 and R2). To perform a sharper turn, tilt left or right on the Left Analog Stick (controlling Ailerons for a roll) and pull back (Left Analog Stick) to turn and then straighten it back out to maintain control. Tap both the L2 and R2 buttons at the same time to snap the camera behind the plane.

The landing gear stays out on the Stuntplane, but the R3 button turns on the colored smoke for skywriting! Simply hold the X button to accelerate to the plane's max speed. If you release the X button, the plane continues to cruise but you'll need to accelerate more if you intend to climb higher. Watch out for the uphill climb at checkpoint 24 and accelerate to avoid a stall.

The next checkpoint is seriously turned and tapered to the left, which indicates a sharp turn to the next checkpoint (it's close to the water). There is another tricky, left-hand turn under a bridge soon after the last sharp turn. After this section, it's a nice flight back to the airport. The final checkpoint is a long, vertical beam of red light. Pass through it to complete the mission.

## Military Service




**Track Distance: 10.80 miles**

**Vehicle Used: Hydra Jet**

This challenge begins in Verdant Meadows Aircraft Graveyard onboard the Hydra Jet, a Harrier-type aircraft. To learn more about the Hydra aircraft, refer to the "Pilot School" section.

Fly the Hydra Jet like a helicopter! Keep the jets pointed downward to make the flight controls similar to a helicopter's. Simply hover through the difficult checkpoints early on, then use the aircraft's speed when you become more comfortable with the controls.

If trouble arises near the military base (Area 69), then use the Hydra Jet's chaff ability. Press the Circle button to release the chaff, then zoom away using an extreme directional change. This causes the missiles to go after the Hydra Jet's vapor trail, hitting it instead of the aircraft.

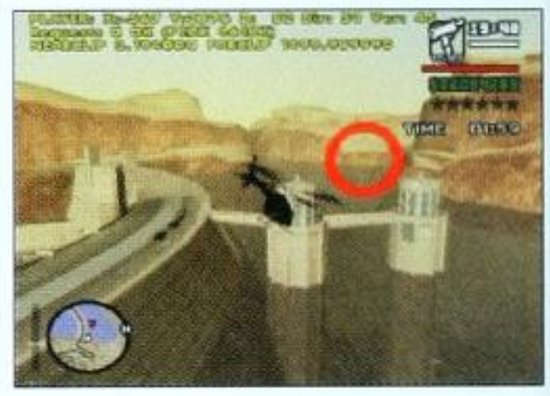
If flying the Hydra Jet with its jets down is too slow and flying with the jets back is too fast, then lower the landing gear. This trick provides better maneuverability at a slower speed.

## Chopper Checkpoint

**Track Distance: 3.05 miles**

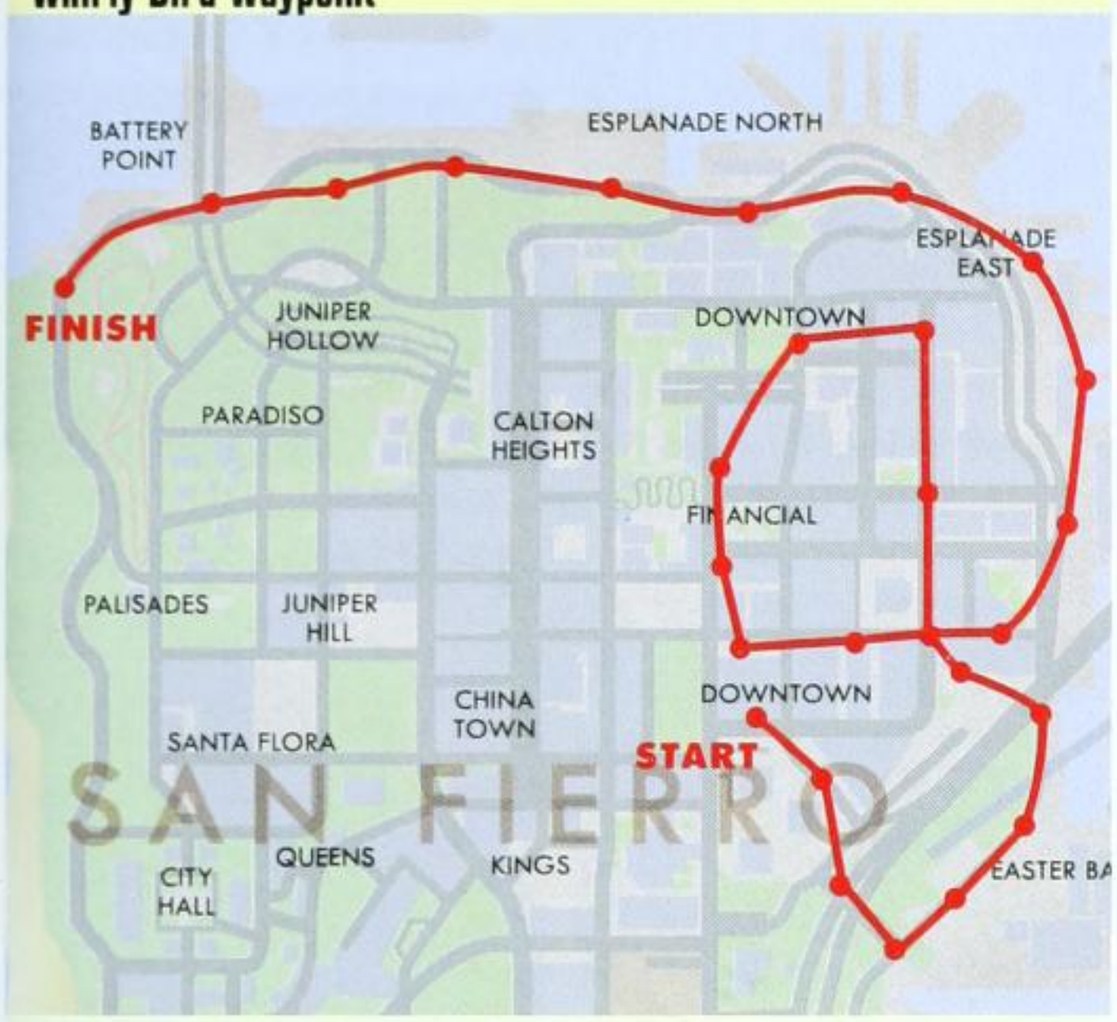
**Vehicle Used: Maverick**

After the last couple of aircraft challenges, Chopper Checkpoint seems like child's play. This challenge also begins in Verdant Meadows Aircraft Graveyard.



The Maverick is the craft of choice in this mission, one of the easier choppers to control. There are only 26 checkpoints in this challenge, which pales in comparison to the 60 plus checkpoints in the last two challenges. Take your time and get it right the first time, then try to beat your best time later.

## Whirly Bird Waypoint



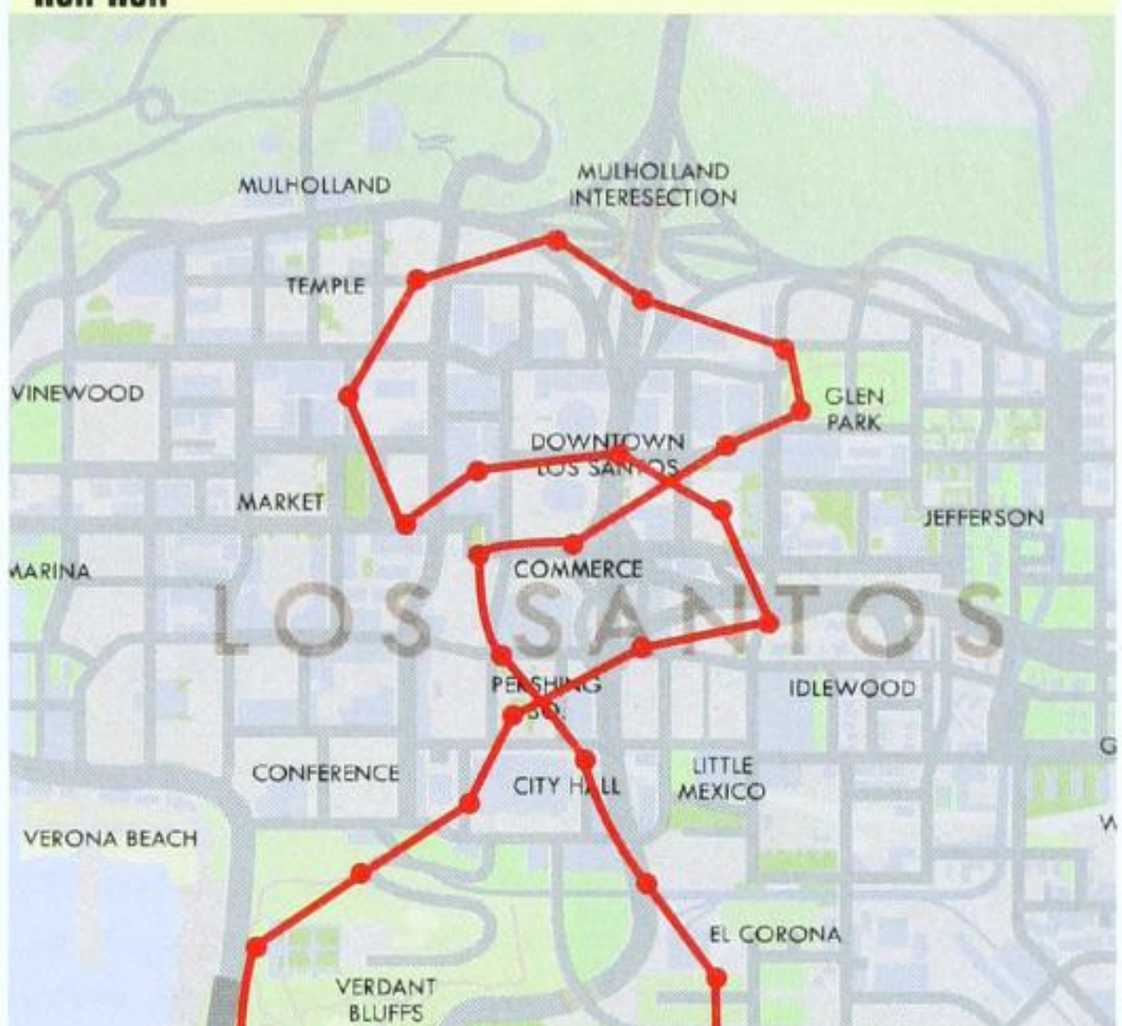

**Track Distance: 2.73 miles**

**Vehicle Used: Maverick**

This challenge begins from a Downtown San Fierro high-rise building. Most of the checkpoints are placed in locations that are dangerous to fly through. Drop down on top of any checkpoints that are wedged between buildings.

For those checkpoints under bridges, stabilize the helicopter and tilt slightly forward to creep forward while maintaining altitude. There are 26 checkpoints, some of which are tricky to find, so use the in-game radar for help.

## Heli Hell




**Track Distance: 3.08 miles**

**Vehicle Used: Hunter**

This helicopter mission starts from the Los Santos International airport. Most of the 27 checkpoints are placed in difficult areas for a helicopter to access. Luckily, the Hunter is the most durable of the choppers.

Checkpoint 11 is underneath a network of raised freeways. Steadily fly under the freeway and tag this difficult checkpoint. Make sure the copter's blades do not hit the freeway supports!

Checkpoint 17 is tucked snuggly underneath a raised freeway, too. Consider approaching the checkpoint from the east to avoid the streetlights on the west side.

# Schools

There are four different vehicle training schools in San Andreas: Driving School, Bike School, Boat School, and Pilot School. They can be played in any order, but only Pilot School is a prerequisite of the main story missions. All schools are marked with a red "**S**" icon on the radar and map.

If you stop the vehicle at any time once a training course has started that particular training course will end—this applies to all schools. All schools also use the same grading rules. The grading scores are based on a percentage and medals awarded are as follows:

| GRADE RANGE | AWARD |
|---|---|
| 70% - 89% | Bronze Medal (a passing grade) |
| 90% - 99% | Silver Medal |
| 100% | Gold Medal |

Unless otherwise stated, points are awarded for time taken to complete the given goal(s). There are deductions for damage to the vehicle or cones (if applicable). When you complete the challenges, you can return at any time and use the video machine to replay any of the challenges to shoot for a higher medal. Nice rewards come from your advancement to better medals.

## Driving School

**Location:**
Doherty, San Fierro

**Prerequisite:**
Complete the Deconstruction mission.

### Reward:

If this is your first time through Driving School, then completing the challenges completes the **Back to School** mission, earns you more Driving Skill, and unlocks the Race Tournaments (also covered in this section of the guide). The table below shows what is earned by receiving medals at Driving School. Once unlocked, these vehicles appear in the westernmost spot of the small lot outside the Driving School.

| MEDALS | VEHICLE UNLOCKED |
|---|---|
| All Bronze (or better) | Super GT |
| All Silver (or better) | Bullet |
| All Gold | Hotknife |

### Details

Enter the red marker in front of the TV monitor in the Driving School facility to begin the challenges. Driving School is an assortment of 12 challenges. Each mission teaches a new skill that can be used to make you a better driver once you leave. Points are awarded on final heading and final position and are deducted for vehicle or cone damage.

**Michelle**

The girl with the blue marker over her head who's standing by the water cooler inside the Turning Tricks Driving School can become your girlfriend—if you appeal to her. Refer to the "Girlfriends" section of this chapter for help with Michelle.

### The 360

Press and hold the X and Square buttons to begin this challenge. It can only be preformed in rear wheel drive vehicles. Tilt the Left Analog Stick to the left of right while holding the brake and gas at the same time. Hold it until the 10 second timer is up.

### The 180

To do a 180, accelerate to top speed, turn the wheel, and then press the R1 button to handbrake around the inside cone at the other end of the course. Return and stop in the starting position cones, all without hitting a single cone. The faster you complete the challenge, and along with your position in the stopping cones, the higher the medal awarded. Do not touch any cones!

### Whip and Terminate

Powerslide around a tight corner and stop in the designated area. This is similar to the last challenge, but the turn is not as tight, making it an easier challenge. Speed as fast as possible through the cones and let your foot off the gas just before. Quickly perform a fast handbraking turn to the right and stop at the end of the course without hitting any cones.

## Pop and Control

In this challenge, you drive a police cruiser through a crooked course of cones. A spiked strip has been placed at the beginning of the course. When you hit the spikes, let off the gas completely and guide the vehicle around the crooked turn in the cone course, then come to a complete stop at the end without hitting any cones. Amazingly, the only tire that pops is the rear right tire, making the vehicle drag and aim to the left. Compensate by oversteering to the right.

## Burn and Lap

The course is a simple oval track made up of cones. You have a choice of clockwise or counterclockwise. You need only complete one direction. You drive a Banshee (one of the best cars in the game), so handling is not an issue. You must complete five laps in as little time as possible. Shoot for less than 40 seconds. Don't watch the clock and keep your focus on the course. The key is to find the rhythm of gassing, handbrake powersliding, and gassing again as you make your way around the short course. Try using first-person view; this makes it a lot easier to deal with the turns. Don't hit any cones. The faster you can beat the challenge, the higher the medal you earn.

## Cone Coil

The cone coil is a training course that combines the powerslide and 180 courses. You must build up speed as you swerve around the first couple of small turns. The more speed you bring into the first turn, the more difficult the second turn will be to negotiate. At the far end of the course, you must perform a 180 around a cone and keep moving back through the course all the way to the starting position—without hitting a single cone!

## The '90'

To do a 90, you must slide the car sideways into the parking space within five seconds. There are two cars parked at the end of the course with a single parking space between them. Burn toward the cars while aiming for the front fender of the car on the right. Use only the handbrake while jerking the car to the left (when you handbrake and powerslide is half the challenge; do it earlier if you are passing the vehicles and sooner if you aren't reaching them). As soon as your vehicle begins to powerslide and becomes aligned with the parked vehicles, turn the wheel hard to the right to maintain the correct angle. Add in the regular brake to the handbraking to stop the vehicle sooner.

## Wheelie Weave

Your objective is to run the left side of the vehicle up the narrow ramp on the left and ride on two wheels until the end of the track (passing through the red marker). The difficult part is not riding that far on two wheels, it's riding that far on two wheels and steering through the red marker! The car naturally pulls to the left while riding on the right tires. The trick is to turn left as soon as you get on two wheels (turning left makes the car move to the right) and as you feel the car beginning to fall back onto all fours, turn to the right and guide it into the red marker.

## Spin and Go

Spin and Go offers a clockwise and a counterclockwise course (you need only complete one direction). You drive a taxi whose rear is facing the course ahead. Use this front-wheel drive vehicle to reverse, then quickly spin around 180 degrees where the course bends. The first thing you need to do is press the L2 and R2 buttons together to look behind and hold them until you spin the car around. What makes this challenge difficult is that the controls for steering are backwards until you whip the car around. Once you get over that mental hurdle, the rest is relatively simple. When you spin the car around, release the gas, apply the normal brake, and turn sharply. Reapply the gas and release the camera controls, then quickly stop the car at the end of the course without hitting any cones.

## P.I.T. Maneuver

This challenge puts you behind the wheel of a police cruiser. You must perform a PIT maneuver to spin the other cruiser around with minimum damage inflicted to your car. You must also stop as close to the other car as possible. The course is a short one, so act quickly. Burn rubber and drive up to the left rear fender of the other car and turn right. As soon as the other car begins to spin, apply both of your brakes to stop as close to the car as possible.

## Alley Oop

Once again, you drive the Banshee. There's a line of cars parked beyond a ramp near the end of the course. Speed to the ramp and only allow the right side of the vehicle to go up the left side of the ramp. The more you turn into the ramp as you ascend it, the more spin you can create as the car's tires leave the ramp and you sail through the air over the vehicles. Release the Accelerate button while in the air. Perform one complete turn, clearing the vehicles and landing on all fours at the end of the course, to pass the challenge.

### Adjusting Midair Vehicle Pitch

Throughout the game, you can adjust an airborne car's pitch by using the Left Analog Stick. It's not a huge adjustment, but it's enough to avoid a sticky situation. The more driving skill you have, the more pitch control you earn. This is extremely helpful when your car is overturning and you must shift the weight to prevent it from capsizing.

## City Slicking

In the final challenge, the instructor trusts you enough to release you to the real streets of San Andreas. Drive to the other side of the city and back without damaging the car too badly. The target time is under 120 seconds.

The time is not so much an issue as the "no damage" part of the challenge. You cannot always predict what will happen in traffic from one end of the city to the other. Here's how to beat this challenge. Burn out of the Driving School parking lot, veering right and left to enter the main street that runs through the heart of the city. Avoid the curb in the first turn; it could easily cause your car to tip over. Drive as fast as you can while in the middle of the road on the trolley rails to avoid both lanes of traffic. Stay on this road until you must turn right and snake your way down to the red checkpoint Downtown.

Head down the steep hill to the checkpoint with extreme caution. Use your regular brake before and during the descent. Perform a 180 in the checkpoint without stopping the vehicle and head back to the school via the same roads used to reach the checkpoint Downtown. Fly through the finish checkpoint to see how you did in terms of damage and speed. Continue practicing the run until you earn the final Driving School Medal.

## Bike School

**Prerequisite**
Complete Toreno's "Pilot School" (Desert 5) mission to gain entry into Las Venturas.

**Location**
Blackfield, Las Venturas

**Reward**
Completing this course raises your Bike (motorbike) Skill percentage. The table below shows what is earned by receiving medals at Bike School. Once unlocked, these vehicles appear at the Bike School on the left side of the entrance (when facing the school).

| MEDALS | VEHICLE UNLOCKED |
|---|---|
| All Bronze (or better) | Freeway |
| All Silver (or better) | FCR-900 |
| All Gold | NRG-500 |

### Details

Enter the red marker in front of the TV monitor in the Bike School facility to begin these challenges. Bike School is a collection of six small challenges. Points are awarded on final heading and final position, while points are deducted for bike or cone damage.

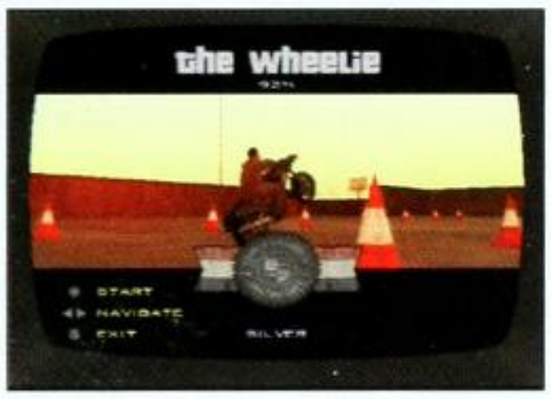
### The 360

You begin on a bike in a circle of cones and must perform a complete 360 degree burnout. Press and hold the brake and the gas at the same time while tilting left or right on the Left Analog Stick to burn out in a direction of your choice. You are given 15 seconds to complete the challenge. The more donuts completed in the time allotted, the higher your score.

### The 180

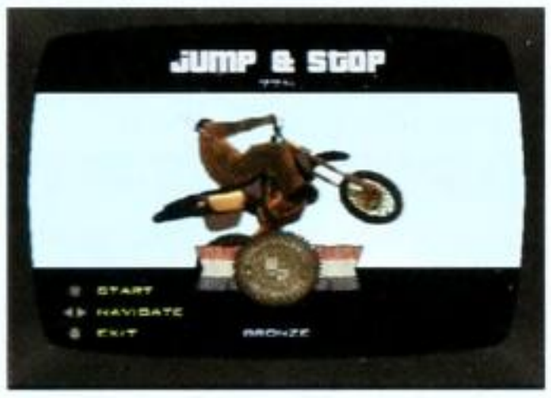
You have 10 seconds to accelerate to top speed, use the handbrake to do a 180-degree turn inside a corner marked by a series of cones, and then return to the starting point. Lean forward for speed (without standing up). Press the handbrake R1 as soon as you reach the first set of cones. Powerslide through the turn without touching any cones in the process. Burn back to the starting position and come to a complete stop within the cones. Your final stopping position plays a role in the score; try to stop where you started (use both brakes).

### The Wheelie




Cones marking the area where a wheelie must be performed are in the middle of the course. Failure to keep a wheelie through the entire coned area results in mission failure. The challenge automatically stops when you enter the middle coned area on two wheels or land on two wheels while in the coned area. Accelerate hard and pull the wheelie (tilt down on the Left Analog Stick) early—before you reach the middle coned area. Make sure to come to a complete stop using both brakes in the stop area without hitting or passing the cones. You have eight seconds to complete this challenge.

### Jump & Stop




You're on a Sanchez and must perform a ramp jump. You then need to stop the bike in the designated area—all within an eight-second time period. To do this, simply lean forward and burn down the course toward the ramp. Go up the middle of the ramp and adjust your position in midair by leaning forward or backward using the Left Analog Stick. Use both brakes to come to a complete stop in the finish area.

### The Stoppie

You must drive the bike in a straight line to the stop area. The middle of the course is lined with cones that mark the stoppie area. Failure to keep a stoppie for the duration of the cones will result in failure. If you enter the coned area on two wheels, the challenge automatically ends. It also ends if you land on two wheels while in the center coned area. You have eight seconds to complete the challenge.

The key to winning here is to lean forward to a standing position long before you reach the cones, then tap the front brake just enough to pop the back wheel up. Allow the front wheel to continue rolling. Think of it more as driving—not skidding—on the front tire. As long as the back wheel does not come down in the center coned area, you've got it made. Once the center cones are cleared, come to a complete stop in the stop area.

### Jump & Stoppie

You have eight seconds to reach the stopping area through a straight course with a ramp. You must land the jump, performing a stoppie, and then come to a stop in the finish area.

This is the most difficult challenge of all the courses in the entire vehicle school! To beat it, lean forward for maximum speed until you go off the end of the ramp. Pull back as you leave the ramp, then lean forward to land on your front tire. Lean too far forward and you'll spill. There's no need to tap the front brake when you land on the front tire; you're already performing a stoppie roll. Allow the back wheel to lower, then apply both brakes to stop in the stop area.

### Boat School

**Prerequisite:**
Complete Pier 69 (Syndicate 5) to receive a phone call about Boat School.

**Location:**
Bayside Marina, Tierra Robada (building at the end of the dock)

### Reward:

The chart below shows what is earned by receiving medals at Boat School. Once unlocked, these vehicles appear at a nearby dock, due north of the boat school complex. Notice a Seasparrow (chopper with guns) appears on the nearby helipad and west of the school whether you go to school or not.

| MEDALS | VEHICLE UNLOCKED |
|---|---|
| All Bronze (or better) | Marquis |
| All Silver (or better) | Squallo |
| All Gold | Jetmax |

### Details

The Boat School involves five small challenges. Points are awarded for time taken to complete the given goal(s). There are deductions for boat or buoy damage. Walk up to the red marker in front of the video and monitor inside the Boat School facility to begin the challenges.

### Basic Seamanship

You're given a Coastguard boat and must navigate in a straight line into a stopping area. The amount of time you have remaining determines the rating. Hold X to throttle forward and Square to reverse throttle. Go full throttle just before you reach the buoys, then press and hold Square to reverse throttle until you stop in the designated area.

### Plot a Course

You must guide the Coastguard boat between eight sets of two buoys that form an almost complete oval course. This is a time-based challenge and points are deducted for any damage to the boat. Watch the yellow blips on the radar. The larger the blips, the closer the buoys are. Use the Left Analog Stick to steer. The key to beating this challenge is to use the first-person view, which allows you to more easily judge distance. Use the SELECT button to change views. You can keep the throttle buried throughout the entire course. Use the R1 button for sharper turning.

### Fresh Slalom

You must guide the Dinghy between 15 pairs of buoys in less than two minutes. Points are deducted for any boat damage. The buoys are at angles to each other. First-person view is strongly recommended. You can go full throttle through the course, but sharp cornering is a must. Use R1 to help you corner.

### Flying Fish

Navigate the Vortex (hovercraft) over the ramp to the left of the start position. The goal is to achieve the furthest landing distance from the ramp while touching down between the two parallel rows of buoys. The greater the distance obtained, the higher the score. You must obtain at least 57 meters to pass. This is also a timed mission; you have only 40 seconds to line up, burn toward the ramp, and execute the jump.

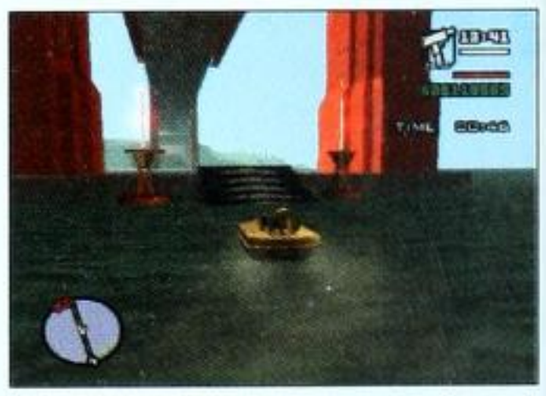
There's a little bit of set up to do in order to jump over 57 meters. Turn to the right out of the harbor, heading for the Gant Bridge. Stay close to the docks, then quickly turn the Vortex around and go full throttle for the yellow blips on the radar.

When the ramp comes into view, line up for a straight shot up the ramp. Pull back on the Left Control Stick, and then (in mid-jump) begin to tilt forward so that the nose of the Vortex enters the water first. This gives you just a little more distance as the front of the boat registers the water re-entry point.

### Land, Sea, and Air

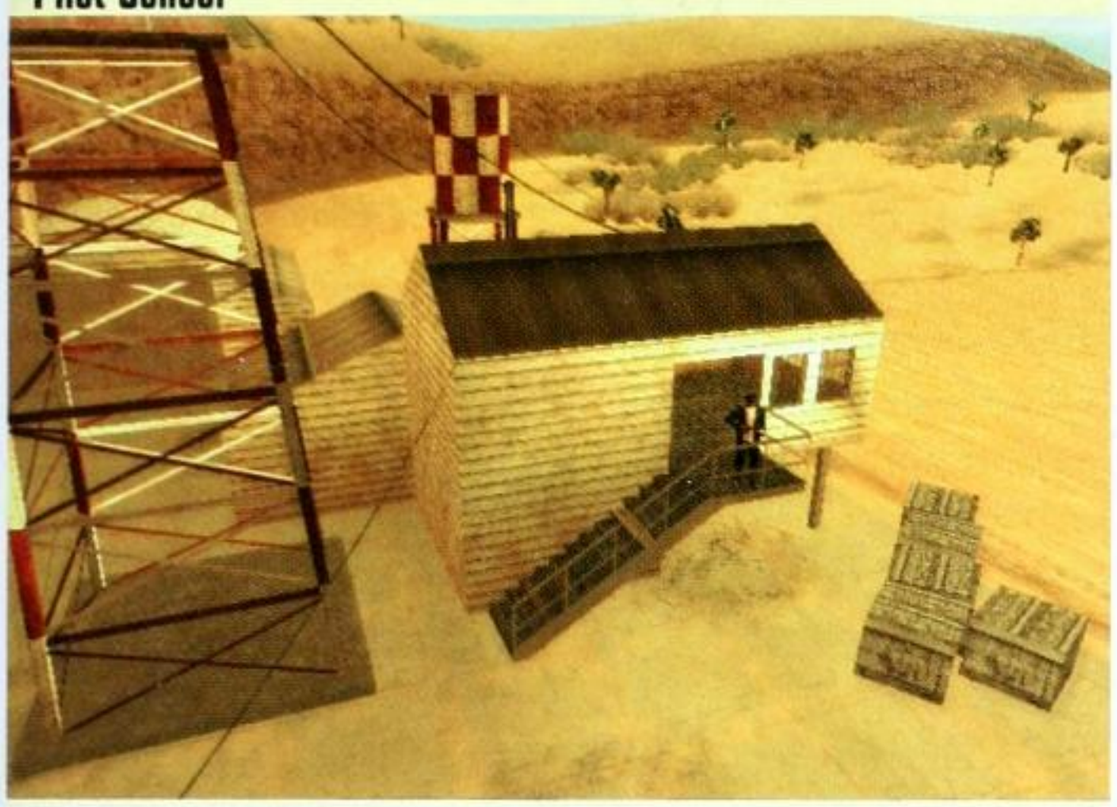
You must navigate the Vortex through a course of jumps and rocks, through 23 buoy checkpoints, and finish in less than three minutes to pass.

Use the first-person view and watch the radar for the most direct route to the next set of buoys. When you get to the jumps under the bridge, temporarily switch to third-person view so you can better avoid the rocks at the end of the last jump. You stand a chance of flipping the Vortex if you accelerate at an angle coming off the rocks. Switch back to first-person view to finish up the rest of the challenge.



Once you have finished Boat School, you can return to the video setup and replay any of the challenges to try for a better medal. Congratulations, you're a graduate, Skipper!

## Pilot School



**Prerequisite:**
Purchase Verdant Meadows Airstrip ($80,000)

**Location:**
Verdant Meadows Airstrip tower

### Reward:

Pilot School is first encountered in Learning to Fly, a Toreno mission. Completing this mission earns you $15,000, five Respect points, and you also get a parachute every time you jump out of an airplane. Your Flying Skill is upgraded and you earn a pilot's license, which enables you to access all airports. You also unlock the Casino Strand of missions and the next mission in Toreno's strand. You can always return to Pilot School to gain higher medals. The planes that are unlocked appear in the open hangars to the west of the Pilot School structure. The medals unlock the following aircraft:

| MEDALS | VEHICLE UNLOCKED |
|---|---|
| All Bronze (or better) | Rustler |
| All Silver (or better) | Stuntplane |
| All Gold | Hunter |

### Details

The Pilot School involves 10 challenges. Points are awarded for time taken to complete the given goal(s). Unless stated otherwise, points will be awarded for time taken to complete the given goal(s). There are deductions for damage to the vehicle. Climb the stairs to enter the structure attached to the save house at the airstrip, then step up to red marker in front of the video and monitor to begin the challenges.

### Takeoff

You start the challenge inside a Rustler (a WWII plane with equipped machine guns) waiting for takeoff on the desert airstrip. Press X to accelerate. As the plane's tail rises, tilt down on the Left Analog Stick to lift the nose of the plane and take off. At this point, you will see a distant corona floating over the end of the runway.

Raise the landing gear by pressing the R3 button for better handling and speed. As the plane climbs and falls, the altimeter to the left of the radar will rise and fall respectively. Fly directly through the first corona, then press the Left Analog Stick forward to descend to the next corona. Pull back on the stick again and press and hold X to accelerate and climb toward the last corona. Pressing forward/up on the Left Analog Stick before pulling back will pull your tail off the ground faster and allow you to achieve flight quicker than standard takeoff.

### Land Plane

You begin this mission in the Rustler in mid-flight, during flight and heading for the airstrip runway. Do not hold the Acceleration button; allow the plane to remain at idle speed. Press the R3 button to lower the landing gear and tilt forward on the Left Analog Stick to descend into the first corona near the runway.

Level the plane as you fly low over the runway and hold Square to reduce speed until the plane slowly descends. Keep the nose down, but not so much that you plummet. Bring the plane down gradually and taxi along the runway. Stop in the target zone for extra points. Use the rudder to adjust steering once you're on the runway (L2 and R2).

### Circle Airstrip

You have a choice of performing this course in a clockwise or counterclockwise direction. The first part of this challenge is the same as "Takeoff." Take off and head through the first corona at the end of the runway. Note the artificial horizon on the radar displays the plane's altitude.

The challenge suggests using the rudders to adjust your steering in flight. You can also tilt the plane's wings to the left (down-left on the stick) and right (down-right) to achieve a banking turn. For the sharpest turn possible, use banking with a rudder in the same direction. Bank the plane to the left (depending on the direction you chose in the beginning) to pass through the corona near the dam, then complete the circle of coronas ending with the one near the airstrip.

### Circle Airstrip and Land

Again, you have a choice of performing this course in a clockwise or counterclockwise direction. This challenge is exactly the same as the "Circle Airstrip," but combined with "Land Plane." You must take off, circle through the coronas using banking techniques, then land the plane in the marker on the runway.

### Helicopter Takeoff

You pilot the Hunter (an Apache-style attack helicopter equipped with rockets and machine guns). The Hunter is very responsive to the controller commands, especially compared to most helicopters. Much flying time is required to master its controls. In this test, you must lift straight off the runway, rotate and fly forward into the corona at the end of the airstrip.

To reach a higher medal, rotate the helicopter 180 degrees using the tail prop (L2 or R2) as you lift and reach the goal height. Normally, when you reach the intended height before turning, you are prompted to turn a 180 and face the opposite end of the runway. Tilt slightly forward on the Left Analog Stick to move forward to the corona. Release the Accelerate button and press Square to descend.

### Land Helicopter

Again, you pilot the Hunter. You are airborne near the end of the airstrip. Tilt the Left Analog Stick forward and press X to maintain your forward speed. Maintain your height as you head to the far end of the runway where a red marker can be spotted. Release X as you approach the marker and slow down to hover over the target zone by holding the L3 button to auto-level the helicopter. This is a great feature that should not be overlooked or forgotten! Now lower the craft into the red marker by pressing and holding Square.

### Destroy Targets

You are airborne in the Hunter near the airstrip. There are three vehicles on the far end of the runway that you must destroy. Press the L1 button to fire the guns and Circle to fire rockets. It's a good idea to hold the Gun button for the duration of this first objective, but try to use the rockets to do the most damage. Fly slowly over the vehicles with the nose of the Hunter aimed downward to aim the rockets. Fire like mad; there's no rocket limit. Try to destroy all three vehicles in the first pass. You must try to complete this mission as fast as possible to earn the gold medal. Do not allow the helicopter to get too close to the exploding vehicles or touch down on the ground. One will destroy you and the other will automatically fail the challenge.

Once the vehicles on the runway are destroyed, you receive your next objective: destroy the two moving cars to the southwest of the runway. Turn 180 degrees and head for the vehicles that appear as red blips (downward triangles) on the radar. Begin shooting far before you reach the vehicles—hoping for a lucky shot. Fly over the vehicles pointing the nose toward the vehicles using the rear prop (L2 and R2) to help align the chopper. A direct rocket hit is best, but not always necessary, to destroy vehicles. Quickly tapping L2 and R2 will snap the camera back to a forward view quicker than it usually takes to move the Right Analog Stick (camera adjustment control).

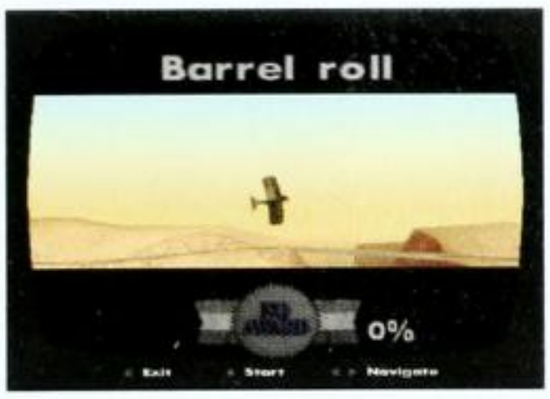
Your last objective is to land the Hunter in the target zone on the runway for extra points. You can land the Hunter anywhere on the runway to just complete the challenge quickly. But if you're shooting for gold, land in the marker. This concludes the helicopter training courses.

### Loop-the-Loop

In this challenge, you pilot a Stuntplane (biplane). The Stuntplane's controls are super sensitive compared to all other airplanes in the game. This means less drastic directional changes are required to keep the plane under control. But this is what allows the Stuntplane to do outrageous tricks and rolls. Pressing the R3 button turns on the skywriting smoke. You cannot retract the landing gear on a Stuntplane.

Press and hold X to maintain your height as you approach the first of two coronas over the airstrip. Keep the plane level so you can see the second corona through the first as you approach. As soon as you pass through the first corona, pull back quickly on the Left Analog Stick to do a loop-the-loop. As soon as you see the artificial horizon, flip back over to the correct position, and center the Left Analog Stick until you spot the second corona. Steer into the second corona to complete the challenge.

### Barrel Roll




This challenge has the exact same setup as the last one, but this time you must perform a barrel roll—which is easier since there's not as much disorientation involved. As you pass through the first corona, tilt the Left Analog Stick to the LEFT! You must do a counterclockwise roll. Once you perform one complete roll, pass through the second corona to complete the test. The key to a clean roll is to level the plane and press perfectly left on the stick—not left-up or left-down.

### Parachute onto Target

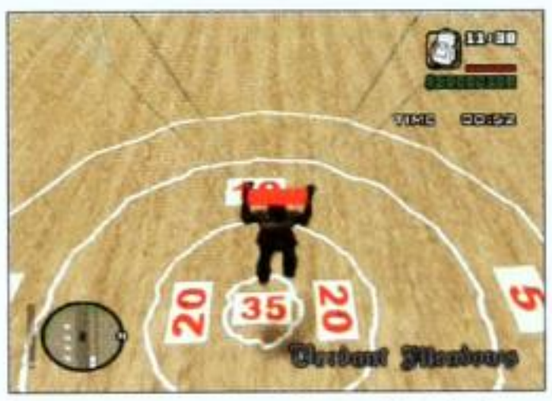
This is an awesome test and perhaps the most enjoyable, as well. You begin thousands of feet up in the air in a freefall with nothing but a parachute strapped to your back. As you plummet toward the earth, you are instructed to push forward on the Left Analog Stick to dive forward. The next message says to pull back on the same stick to put your arms and legs out to slow your descent (this is not necessary now). You can also tilt the same stick left and right to rotate (which is also not necessary, if you are aligned with the target zone below).

When you approach the clouds, you are prompted to press Circle to open the parachute. Do so and guide toward the target on the runway below.

#### Parachuting

Whenever you press Triangle to exit an aircraft in flight, you will be equipped with a parachute. Your survival depends on how close to the earth you are when you bail out and when you open the 'chute.

Once the 'chute is open, pull back on the Left Analog Stick to lift your legs up and slow your descent. This allows you to reach targets further off in the distance. Press the SELECT button to see different views of CJ as he parachutes. Use the Left Analog Stick to guide the parachute left and right. If you think you are going to overshoot a target, first discontinue tilting the Left Analog Stick back. Second, turn small circles in the air and then realign with the target again.




As you approach the target zone, you will see that there are a number of score rings inside the target. The closer you get to the center, the higher your score. Try to land on the small center ring to get the full 35 points! The more quickly you reach the target, the higher your points. So the next time you attempt this challenge, push forward longer before opening the 'chute, and wait much longer before pulling the ripcord!

# Shooting Range Challenge: Ammu-Nation

**Prerequisite:**
Ammu-Nations are accessible after completion of "Doberman."

**Locations:**
Find gun icons on the map to locate Ammu-Nations. Not all Ammu-Nations are big enough to accommodate gun ranges, where this challenge takes place. Most "big city" Ammu-Nations have ranges, though.

**Reward:**
Maxes-out Pistol skill level

### Details:

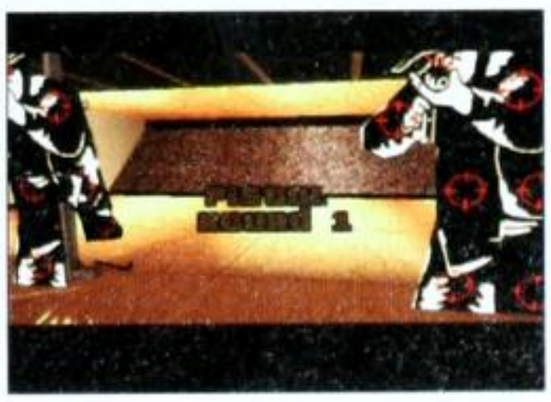
Enter Ammu-Nations (gun icon) that have gun ranges, then step into the red marker in the back room. You compete against two computer-controlled opponents. There are four different weapon competitions, each consisting of three different rounds. Your targets are always the same, but will move differently through the shooting area. The four weapons stages in order are: Pistol, Micro-SMG, Shotgun, and AK-47. The targets are gangster silhouettes with seven unique targeting points.

## Stage 1: Pistol Challenge

#### Hitman Skill Level

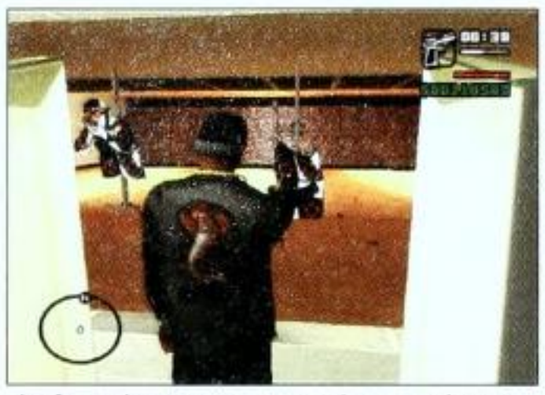
If you wait to compete in this challenge after maxing out your Pistol, Micro-SMG, Shotgun, and AK-47 Weapon Skills, you should have an easier time succeeding. With the Hitman Weapon Skill level comes great advantages (see the "Weapons" section of this guide for more details), the most noticeable being the ability to hold two Pistols or Micro-SMGs.

### Round 1



Three targets are dropped in the first round of the Pistol competition. Once you destroy one, the next one drops at a greater distance. Don't squander ammo; reload time is wasted time. Aim and shoot the center of the seven different red circles on the target. A hit anywhere outside of the circles doesn't count. To pass this stage, you must destroy your three targets before the competitors destroy theirs.

### Round 2



A target drops and moves steadily from the back of the range toward you, then stops until you've shot all seven sections from the target. Once one target is destroyed, another follows the same route, and so on. To pass this stage, you must destroy your three targets before the competitors destroy theirs.

### Round 3

In the final round, there's only one target that moves across the targeting range. All competitors shoot the target simultaneously. The first to score 20 points, wins. Points are indicated on the right side of the screen. A point is earned for each piece of the target you remove. Targets continuously drop at varying distances and strafe across the range until someone reaches 20 points.

## Stage 2: SMG Challenge

The Micro-SMG challenge is exactly the same as the Pistol challenge, except you'll be using a Micro-SMG. Employ the same strategy used to pass the previous challenge to get through this one. Although the Micro-SMG's rate of fire is significantly greater than that of the Pistol, don't get cocky. You should still use short bursts of fire to hit each red circle on the gangster targets. This keeps your reload time down to a minimum and allows you to aim with less distraction. Since the bullet spread is less accurate than a Pistol, you can often get away with spraying bullets near the red targeting circles, thereby removing pieces of the target without precise aiming.

## Stage 3: Shotgun Challenge

This challenge involves the same rules as the other two, but with a Shotgun. Since the Shotgun's pellet spread is wide, even less precise aiming is required. The higher your Shotgun Skill, the quicker your reload time—and it really helps in this challenge.

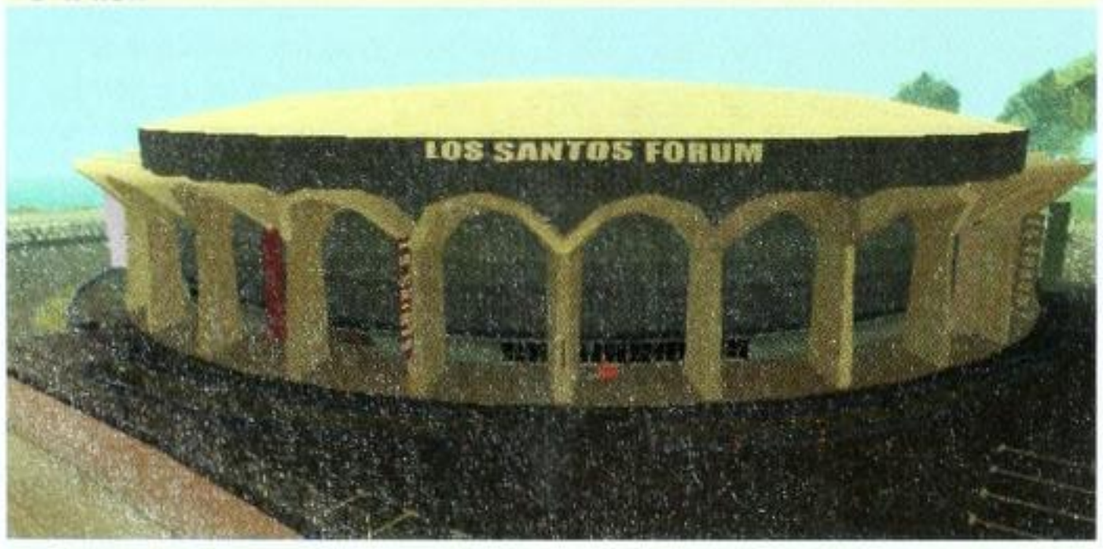
## Stage 4: AK-47 Challenge

The same rules apply to this challenge, except you'll be using an AK-47. The rate of fire from this weapon makes this challenge a little easier than the other ones. However, the accuracy of this weapon is much greater than the Micro-SMG and Shotgun, forcing you to aim more precisely. Beating this challenge completes the Ammu-Nation challenge. Good job, cowboy.

# Stadium Events

Stadium Events include 8-track, Blood Bowl, Dirt Track, and Kickstart challenges. All of these events take place in the three Stadiums found in the three major cities of San Andreas.

## 8-track



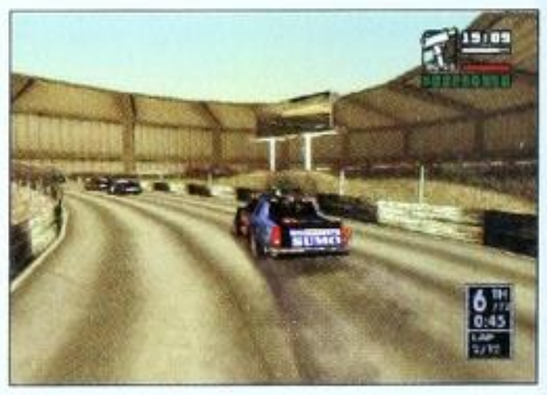

**Prerequisite**
Opened from the beginning of the game.

**Location**
Los Santos Forum in East Beach

**Reward**
Finish first place to win $10,000, but that's not all! You also unlock the Monster (monster truck) and Hotring racer that spawn in the northwest corner by the red maker.

### Tips

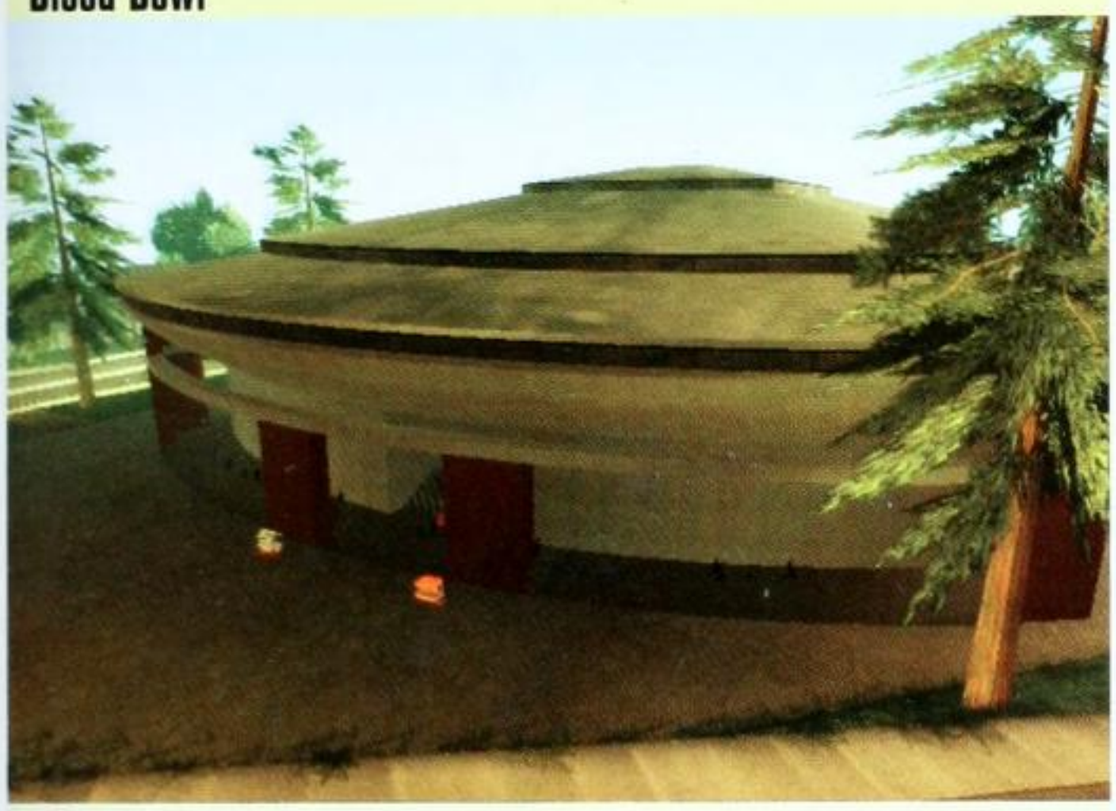
This stockcar racing competition is similar to the Hot Ring races in Vice City. The mission is accessed by walking into the red marker outside the Los Santos Forum, where you are then spawned inside the stadium as an 8-track competitor. You must beat 11 other entrants and place first in a 12-lap race. There's no prize for second place.



If you remain cool and drive with extreme caution, you're more likely to win than if you race full throttle and half cocked. This is an exhausting challenge with its share of hazards and dicey turns—one turn in particular causes most opponents to slam head-on into an outside wall!

Your car can't take that much abuse, and if you hit too many walls, you'll never make it to the end of the race. There are no pit stops, so you must treat your car as if it were a fragile egg. Since this is an aggressive sport, you are allowed to take out opponents. You can try drive-bys to increase the damage to the opponents' vehicles, and use P.I.T. maneuvers to send them to the back of the pack.

## Blood Bowl



**Prerequisite**
Opened when you get to San Fierro.

**Location**
Foster Valley Stadium in Flint County

**Reward**
Complete this challenge to win $10,000. Even better, you also unlock the Bloodring Banger, which spawns right in front of the stadium statue near the entry marker.

### Details

To begin the Blood Bowl event, enter the red marker outside the Foster Valley Stadium. Inside the stadium, you are then placed in a Bullet and a computer-controlled passenger rides shotgun. When you approach the competitors, your partner hangs out the window and performs drive-bys on the opposition.

This is a destruction derby style challenge with armed participants. Your opponents may be in cars or motorcycles, or a mixture of both. You have to reach randomly placed checkpoints that appear as red markers in the stadium (yellow blips on the radar).

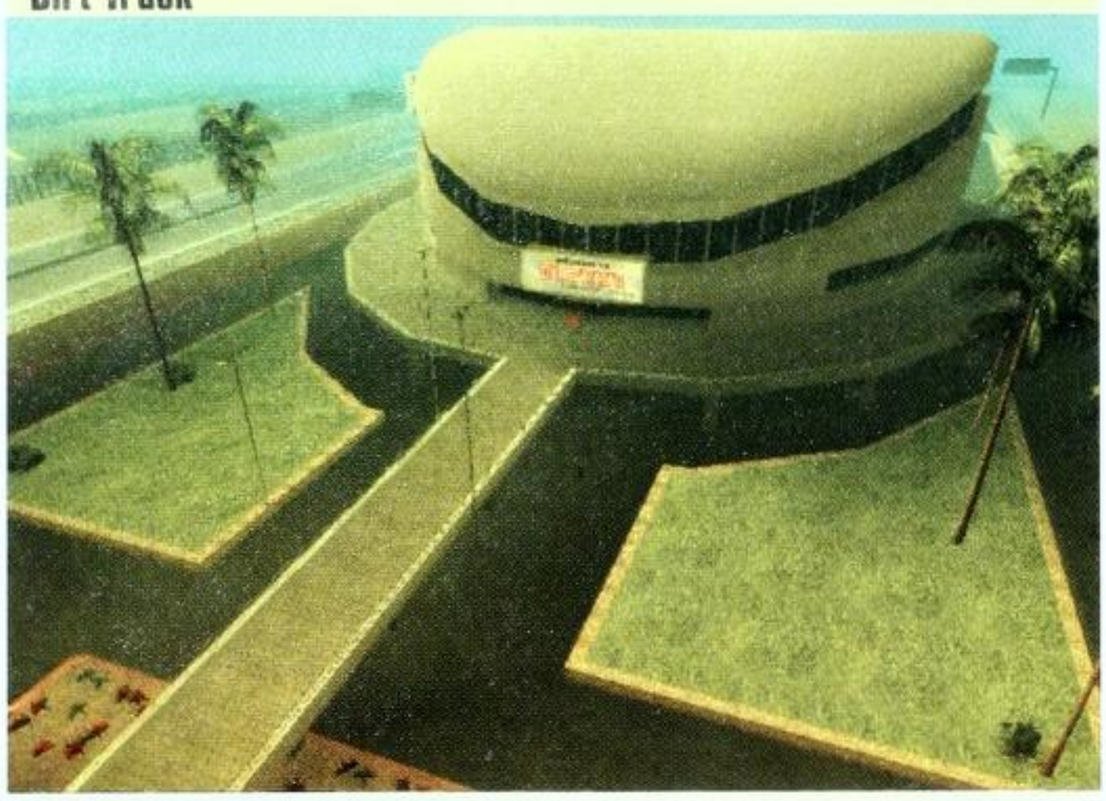
You begin the challenge with 30 seconds on the clock. Each checkpoint reached gives you another 15 seconds. Drive though the checkpoints to increase your overall time. You lose if your overall time reaches zero. You need to get the overall time greater than the target time to win. Target time is one minute.

Damage is inevitable, as you drive through a hail of bullets and unavoidably collide with other vehicles. There are car upgrades that randomly appear around the stadium. Try to get to these upgrades (blue wrench icons) to repair your car. This increases your chances of survival and gets you closer to reaching the overall time challenge.

The challenge is actually reaching the checkpoints—for the time bonus—before your competitors. The further into the challenge, the easier it becomes; many competitors abandon their vehicles on the playing field. Having fewer competitors on the track makes it easier to reach the checkpoints uncontested.

Just remember it's more about reaching the checkpoints than it is destroying other challengers. Accumulated time is how this challenge is won. Make sure to bring an MP5 to contribute firepower to the drive-bys. Back away from burning cars to avoid collateral damage, as those vehicles will soon explode. When you complete the challenge, your New Best Time and number of Cars Destroyed is displayed.

## Dirt Track



**Prerequisite**
Opened from the beginning of the game, but you need a Bike Skill of 50% to get in (not Cycling Skill).

**Location**
Dirtring Stadium in Blackfield, Los Venturas. Dirt Track is only playable on Mondays and Wednesdays; all other days are dedicated to the Kickstart event. Press the L1 button when on foot to see the day of the week at the bottom of the Stats display.

**Reward**
Obtain first place in the race to win $25,000. The BF Injection is unlocked and spawns near the entrance marker only on the days Dirt Track is open (Mondays and Wednesdays).

### Details

Dirt Track is a six-lap stadium motocross race. Your vehicle is a Sanchez and you're up against 11 competitors. The stadium dirt track is a winding course, full of troublesome hills and tight turns. Navigating through the course is only half the challenge; getting ahead of the pack and staying there is the other half.

The lap number and your position in the pack are displayed on the window in the bottom-right corner of the screen. If you fall during the race, you have 25 seconds to remount your bike before you fail.

Stay away from other bikers and slowly work to the head of the pack. Six laps on this course makes for a long race, and you have plenty of time to get to the lead. So take your time and get a feel for the bumps, hills, and hairpin turns.

## Kickstart

**Prerequisite**
Opened from the beginning of the game, but you need a Bike Skill of 50% to get in (not Cycling Skill).

**Location**
Dirtring Stadium in Blackfield, Los Venturas. Available on every day of the week except Mondays and Wednesdays; these days are dedicated to the Dirt Track event.

**Reward**
A Dune (a heavy, all-terrain truck) is created outside the stadium near the entry marker on every day of the week, except Mondays and Wednesdays.

### Details

Kickstart is a stadium dirt bike challenge consisting of obstacles, ramps, and stunt platforms. Skilled driving and tricks must be performed to reach checkpoint coronas and achieve a high score.

The checkpoint coronas come in three colors, each worth a varying number of points. Green coronas are worth one point, Amber ones are two points, and Red coronas are three points. The high score is 25, so you must earn 26 points to win. You have four minutes to complete the challenge.

A four-minute timer and a counter totaling your points appear on screen below your Wanted Level. If you want to leave the challenge, get off the Sanchez and walk into the red marker near the doorway. If you fall off the Sanchez, you have 30 seconds to get back on before the mission is failed. Consider attempting this mission after earning a high Motorbike Skill, perhaps after the Race Tournament and the Unique Stunt Jumps—the higher your motorcycle skill, the easier the challenge.

Whether you're just trying to pass the mission or shooting for a stellar score, the process is the same. Just start practicing on the nearest obstacles and, as you ace them, work deeper into the stadium. Master one obstacle after another; you'll make 26 points in a handful of tries.

## Valet Parking

**Prerequisite**
Complete San Fierro mission, 555 WE TIP.

**Location**
Vank Hoff Park Hotel in the Financial district of San Fierro.

**Reward**
Vank Hoff Park Hotel becomes an asset property that accumulates and maxes out at $2000 daily. Pick up your cash daily from the "$" icon created outside of the hotel.

### Details

Before taking this job, you must change into the valet uniform you obtained after playing 555 WE TIP. Enter any safehouse and find the uniform stored under "Special" in your wardrobe menu.

Head to the Vank Hoff Park Hotel in Financial, San Fierro, and enter the red marker to begin Valet Parking. Much like the vehicle missions, Valet Parking has multiple levels of increasing difficulty. You are given a set amount of time to park a number of cars. Rush to the vehicle that pulls up to the building and get in as soon as the driver gets out; there are other valets competing to park the cars. You cannot run out into the street and park just any car in the garage; you must only park those cars that pull up to the building to the car port. These vehicles appear as blue blips on the radar and have blue markers hovering over them.

#### Driver's Side

It's best to wait on the small sidewalk island on the opposite side of the car port so that you can quickly enter the driver's side of the vehicle the moment the driver pulls up and exits.

### The Parking Garage

Once inside the car, a red marker appears inside the garage below the building. Drive across the sidewalk in front of the vehicle for quick street access. Perform a speedy handbrake right turn in the street to whip the tail end of the car around.

Next, facing the underground garage entrance, speed into the parking garage and quickly park the vehicle in the red marker. The position of the red marker changes each time you enter a new car. To save time, learn to recognize the red marker's position on the radar to quickly determine which side of the garage the car must be parked.




#### Camera Control

As soon as you enter the underground garage, quickly turn the camera to the left to see if the red marker is on the entry side of the garage. This keeps you from turning too early and possibly wasting more time.

### Parking Bonus

The position of the vehicle when it comes to a complete stop in the parking space is critical. The better aligned the vehicle is with the parking space lines, the higher your Parking Bonus. For instance, if you were to park the car sideways across the two painted lines, you would receive very little or no Parking Bonus at all. Park it perfectly parallel to the lines and you could earn as many as 15 bonus seconds. However, you must not spend more time aligning the car than the bonus is worth. Parking quickly is the key, while parking perfectly is a secondary objective.

### Damage Bonus

Each car begins with a possible 45 Damage Bonus points. If you do not damage the vehicle at all while parking, you receive the full 45-second time bonus. The Damage Bonus is displayed on-screen below the Parking Bonus. Each time you hit something, this number decreases. Receiving bonus time is the key to completing this job.

### Taking Out the Valet Competition

If you shoot, beat, or run over a valet opponent until he's dead, you receive a 20-second penalty that is immediately deducted from your time limit. Although you could afford to take out one or two valets when you're on a roll, the possibility of a Wanted Level is definitely not worth it. The arrival of cars is slowed while a Wanted Level is active, and it's even harder to shake the Wanted Level if cops are shooting at you! It's also worth mentioning that you cannot even begin this job if you have a Wanted Level.

As you master your valet ability, you soon realize that the competing valets are not too competitive. The only time you easily lose a car to the other guys is when you're in the garage. Also, you cannot pull a valet from a car once he's inside. If you see a valet heading for a vehicle, press Triangle while running to begin the car entry as early as possible and to keep the opponent from entering.

### Park & Run

The moment you whip the car into the marked parking space, throw the door open and run as fast as possible back up the parking ramp to the front of the building. You need to catch the next car as the driver is exiting. You cannot take any of the previously parked vehicles in the garage in attempts to avoid the foot race. If the car is stolen or destroyed, you will permanently lose the Valet Uniform! Once you've returned to the front of the building, you may have to wait for more cars to drive up. This is why the parking and damage time bonuses are so important—they help make up for the time wasted while you wait.

### Five Levels

The following table illustrates the details of the Five levels of Valet Parking. Complete level 5 to beat the challenge.

**VALET PARKING LEVEL DETAILS**

| LEVEL | CARS TO PARK | TIME LIMIT |
|---|---|---|
| 1 | 3 | 2 minutes |
| 2 | 4 | 2 minutes |
| 3 | 5 | 2 minutes |
| 4 | 6 | 2 minutes |
| 5 | 7 | 2 minutes |

# Vehicle Missions

It just wouldn't be Grand Theft Auto be without those beloved vehicle missions! Returning to the series are the Firefighter, Paramedic, Taxi, and Vigilante vehicle missions—but that's not all! Rockstar increased the variety to include Burglar, Pimping, and Trucking missions, too. This section of the guide provides detailed information and tips on all these challenges.

## Burglar

**Prerequisite**
Complete the Home Invasion mission and enter the black Boxville at night in the following locations:

**Location**
There are three burglary Boxville locations around San Andreas, one in each major city. Check out our Odd Jobs map (at the beginning of this chapter and on the giant fold-out in the back) for exact locations in Los Santos, San Fierro, and Las Venturas.

**Mission Completion Level**
Reach $10,000 from stolen goods.

**Reward**
The reward from Burglar is the cash made from the burglaries.

### Details

You can make money by stealing items from the residential houses around San Andreas. You start this mission by entering a black Boxville at night (between 22:00 and 06:00) and pressing the R3 button. When the mission starts, a Daylight clock appears on-screen. This displays the amount of time you have before morning arrives, which ends the mission automatically. Below the Daylight clock is a cash meter. This calculates cash made from stolen items once the items have been delivered to the lockup.

### Casing Houses

You're first objective is to actually find a house to rob. Houses that can be entered have a yellow Triangle marker hovering over their doorways. These usually do not become visible until you are quite close to the house. That typically means you can't see the yellow markers from the road and, therefore, must actually exit the Boxville and do some footwork.

### Parking the Boxville

Once you've found a house to burglarize, park the Boxville as close to the entrance to the house as possible. Many houses have multiple items to steal. A good parking spot speeds up the loading process.

## Burglarizing

A noise meter indicates the amount of sound you're creating, and if you become too loud (i.e. the bar is maxed), you have 10 seconds to leave the home before you are detected by the home owner(s). If you don't leave within 10 seconds, the police are notified and you earn a Wanted Level. If you are seen by any of the people in the house, then a Wanted Level is immediately generated. Some owners may also respond with violence.

### Cops Countdown

When you are detected—but not visually—a Cops countdown meter appears below your Cash meter. This displays the amount of time you have to get out of the house before the cops are alerted. This is always 10 seconds. After exiting the home, you can turn right around and re-enter the home to continue burglarizing it again!

There are various items inside the homes that can be stolen, such as televisions, stereo equipment, and game consoles. Face these items and press Triangle to pick them up. Carry them out of the house and place them in the back of the Boxville.

### Creeping About

You make less noise by crouching and walking. Use this technique when locating items in the home to steal. After holding an item, you can no longer crouch—you'll drop whatever you're carrying—so you must walk more slowly to keep the noise down.

## Strategy Options

Once you've loaded the Boxville with goods, you can either break into another house to continue the crime spree or deliver the items you've already collected to the lockup.

## The Lockups

Each city has its own lockup that appears on your radar as a yellow blip when you get back in the Boxville after a burglary. You do not receive any money for stealing items until the Boxville has been parked in the red marker inside the lockup. Each item brings a cash award of $20. Stealing more objects results in a greater bonus—on top of the cash reward for the individual items.

## Good Morning!

The mission ends at 06:00 in the morning. Any items in the truck that have not been delivered to the lock-up will be lost.

## Firefighter

**Prerequisite**
Enter a Fire Truck (anytime).

**Location**
Anywhere, as long as you're in a Fire Truck. Find Fire Trucks at fire stations or try starting a fire and they will come to you.

**Mission Completion Level**
12

**Reward**
You become Fireproof!

## Details

Enter a Fire Truck and press the R3 button to begin Firefighter. This can be done anywhere at anytime, as long as you are not currently in another mission.

A vehicle fire is reported and a blue blip representing that emergency appears on the map. You are given a set amount of time to reach the fire and extinguish the flames. Tap the L3 button to turn the sirens on and off; some people on the road actually get out of the way.

Press Circle or L1 to fire the water cannon and the Right Analog Stick to aim it. Use the L2 and R2 to rotate the cannon. (If you're packing an SMG, this also performs a drive-by shooting and could get you some unwanted attention if you accidentally take someone out.) You can also pull forward and backward to adjust the distance of the water, as well as tilt up and down on the Right Analog Stick.

Once the fire is extinguished, you receive a cash reward and reach the next Firefighter level, which is displayed on-screen below the time limit. Later emergencies always involve putting out burning victims of the vehicle fires. The higher the mission, the more burning vehicles and people you encounter in a single level.

### Tips

- Pull as close to the burning vehicle as you can. Don't worry; the Fire Truck will not catch fire. Close fires are easier to douse.
- The Fire Truck is very durable, but this is a long mission, so care for it like fine crystal; Pay 'n' Sprays do not accept Fire Trucks.
- The last thing you want is a Wanted Level, so don't run over anyone. If the cops arrive and try to pull you out of the truck, hose the heat down to keep 'em away!

## Paramedic

**Prerequisite**
Enter an Ambulance (anytime).

**Location**
Anywhere, as long as you are in an Ambulance. Ambulances are found at Hospitals. To have one come to you, take out some pedestrians.

**Mission Completion Level**
12

**Reward**
Boost health to maximum new value of 150.

### Details

Also back to the GTA series is the familiar Ambulance mission, Paramedic. A new display now shows how many seats are available in the Ambulance.

### How it Works

Enter an Ambulance and press the R3 button to begin Paramedic—as long as you are not currently in a mission. A blue blip, representing a patient, appears on the radar and map. The time limit appears below your Wanted Level. Pull up next to (not on top of) the patient. When the patient enters the ambulance, a small amount of time is added to the allotted amount to reach the hospital.

Once the patient is in the Ambulance, the closest hospital becomes the active drop-off location. This appears on the map as a yellow blip. Plot the quickest route to the hospital, stop in the red marker, let the patient out, collect a reward, and then speed off to the next emergency. This completes Level 1.

As levels increase, more patients appear on the map at the same time. Quick planning and smart route plotting is required to balance patient count with seat availability and hospital location. When multiple patients appear on the map, patient drop-offs at the hospital also add 25 seconds to your overall time limit. Use this feature to increase the time limit and to reach more patients.

### Tips

- Ambulances cannot be replaced during a mission; take care of them.
- Old ladies are slow moving; park close to them, but not on them.
- You can burn away from a patient pick-up the moment after they open the Ambulance door; they hang on and enter the vehicle while it's moving!

## Pimping

**Prerequisite**
Enter a Broadway (anytime).

**Location**
Anywhere, as long as you are in a Broadway. Refer to the Odd Jobs map (at the beginning of this chapter and on the giant fold-out in the back of this guide) for a parked Broadway location.

**Mission Completion Level**
10

**Reward**
When you entertain prostitutes, they give you money.

### Details

Before you get started, it's a good idea to arm yourself with some sort of submachine gun, as this could get ugly... and we're not just referring to the girls. In the later Pimping missions, you must force some johns to pay up or wipe them out if they're roughing up your ladies. Enter a Broadway and press the R3 button to begin the Pimping mission.

Pimping is very similar to the taxi missions: you pick someone up, you drop 'em off, you go and pick up another, drop them off, and so on. The difference is that you are picking up and dropping off the same two people—your girls.

Activate the mission while in a Broadway and a blue blip appears on the map; this is your girl. When you pick up the girl, a street name appears in yellow at the bottom of the screen, and a yellow blip appears on the map and radar. This is the john location. You have a set amount of time to get there before the john leaves and the mission fails. This time limit is displayed on-screen.

When you reach the customer, your girl gets out and says she'll call you when she needs to be picked up. At the same time, your second girl becomes active. Drive to the blue blip on the radar and stop to pick her up. It's the same drill with her: Find her customer and drop her off safely in the time allotted.

### Between Tricks

After dropping off a girl, there's no time limit to reach the next girl who's waiting. In later missions, you can use this free time to repair your vehicle at a Pay 'n' Spray. You need to keep the Broadway in tip-top shape in order to complete the mission.

## The Cut

The money and pimping level come into play when you pick up your girl after she finishes with her customer. This money factor begins on your fifth stop, and then every other stop from there on out. You get a cut from the trick ($300), and then the trick amount is multiplied by the current pimping level (level 1 = trick amount x1).

You can keep track of your level by glancing at the Multiplier on the Pimping Payment menu. This only appears when a girl's job is complete. After level 4, the customers start getting rough and you must race to your girls and whack the johns before they harm them.

The john and the girl are usually struggling, so you cannot simply run over the customer without also hurting your girl. You can, however, perform a drive-by or get out of the vehicle momentarily to whack the harassing john. There are also those nonviolent, but cheap, customers who just try to run off without paying.

### Taxi Driver

**Prerequisite**
Enter a Taxi or Cabbie (anytime)

**Location**
Anywhere

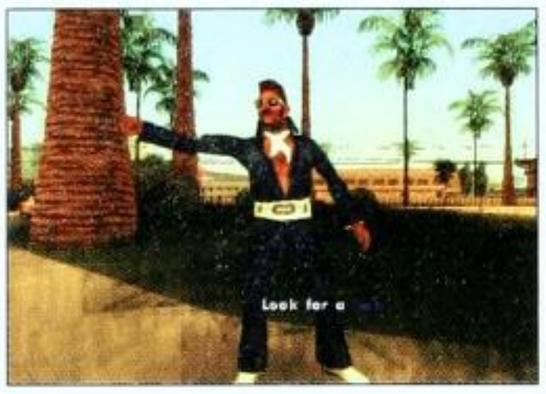
**Mission Completion Level**
50 fares

**Reward**
Nitro on all Taxis and Cabbies

### Details

Enter a Taxi or Cabbie and press the R3 button to begin Taxi Driver. When you find and pick up a customer (blue blip on the radar and map), a Tip meter appears on-screen below the Time Limit, which is a new feature to the Taxi missions. The Tip meter begins full and slowly drains the longer it takes to drop the customer off at his destination (yellow blip). When you get the customer to his destination with any amount of the Tip meter filled, you receive a Speed Bonus. The lower the meter is when you drop off the customer, the lower your tip amount (Speed Bonus).

Taxi Driver has always been a great way to get familiar with the GTA world early on in the game. The places where you drop customers off are usually locations of great interest. In San Andreas, you often drop customers off at bars where video games, pool, gambling, and dancing are available activities.

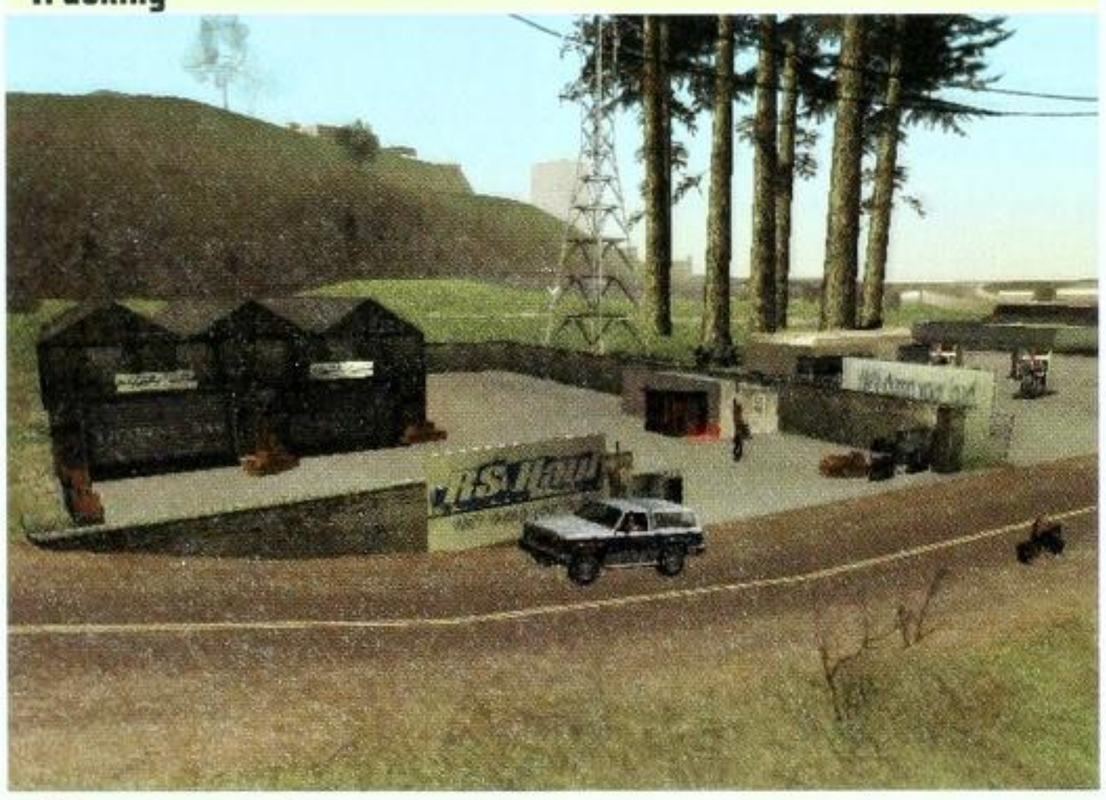



The time that can be accumulated during Taxi Driver is much more apparent than other vehicle missions (Firefighter, Vigilante, Paramedic). If you shoot for speed bonuses, you'll save time; and the quicker you pick up the next fair, the more their allotted time enhances your overall time limit. Basically, the longer you keep the mission going, the higher your accumulated time becomes—which is very helpful in the later missions when you must drive farther.

Which brings us to "...In-a-Row Bonuses." When you drop off two passengers in a row, you receive a Two-in-a-Row Bonus of $200. Four-in-a-Row is $400, and so on, in multiples of two. Since you must reach 50 fares in a row for the unlockable, you can imagine the potential money you can make from "...In-a-Row Bonuses! Not a bad way to start San Andreas if you're hurting for cash.

Lastly, cabs can be repaired in Pay 'n' Sprays. This keeps the mission going. Also, people won't get in your cab if it's trashed! You cannot exit the cab or you will immediately cancel the mission.

## Trucking




**Prerequisite**
Complete Catalina's Badland Mission "Tanker Commander"

**Location**
Mr. Whittaker's depot "RS Haul" in Flint County (see the Odd Jobs map fold-out).

**Mission Completion Level**
8

**Reward**
You earn cash during deliveries. Once eight missions have been completed, RS Haul becomes an asset property, generating $2000 a day. Pick it up daily; these asset properties do not accumulate money beyond the daily total.

### Details

Return to Mr. Whittaker's depot in Flint County and enter the red marker outside his small office shack. The Trucking mission begins immediately. Once you complete a trucking mission, the next one becomes available when you return to Mr. Whittaker's and step into the red marker again.

The trucking missions will continue non-stop (like most vehicle missions) with new challenges to overcome each time you try. After eight missions, all subsequent missions are similar to the previous ones. You only need to complete eight Trucking missions to contribute to the 100% completion of the game and make RS Haul an asset.

**Lost Your Load?**

Unlike the Catalina mission, Tanker Commander, you won't fail this mission if you lose the trailer. If you lose your load, you have 60 seconds to reattach the cab to the trailer or you fail the mission. The mission is also failed if the load gets destroyed or if you leave the cab beyond the allowed time limit.

### Trucking Mission 1
***Reward: $1000***

The first mission involves a load of goods that must be delivered to the brewery in Red County, East San Andreas. You have two game hours (or two minutes real time) to deliver the load. If you're late, you begin to lose the cash reward. As soon as you receive a mission, pause the game and plot your course using the San Andreas map. Destination locations are random within the same mission.

DELIVER BY CASH
mission passed!
$1000
You've completed your first trucking mission. Return to the depot at any time for more.

Using the first-person view enables you to drive with much more accuracy, since the truck is so long and turning onto small roads and ramps can be challenging. You can also move the Left Analog Stick up while driving for a top-down view. Once you reach the destination in Montgomery, stop in the red marker (yellow blip on the radar) to complete the challenge. If you get there in time, you receive the full $2500. Return to the depot to pick up another trucking job.

### Trucking Mission 2
***Reward: $1500 (possible)***

You must deliver a fragile load to Montgomery, East San Andreas (the first of a couple of random locations). You begin with $1500 and a Damage meter. The more damage the load takes, the less money you stand to earn upon delivery. The cash display reflects the money lost according to the Damage meter below it. Drive carefully! There's no time limit, but the longer you take, the more likely it is that something could happen to the cargo.

### Trucking Mission 3
***Reward: $2000 (possible)***

You must deliver illegal goods to El Corona, Los Santos (or randomly, Willowfield). The illegal goods attract unwanted police attention, and when you pull out of the depot, you automatically receive a three-star Wanted Level.

There's no Damage meter in this mission, so the goods in the truck are protected and your cash reward is safe as long as you reach the destination. Don't let the high Wanted Level bother you too much; just don't stop and let the cops pull you out of the truck. The Tanker can ram through anything the cops throw at you in a three-star Wanted Level. Slam into the small patrol cars and try to steer them into obstructions. They tend to drive next to the trailer in attempts to get underneath the truck and dislodge the trailer from the cab.

### Trucking Mission 4
***Reward: $3000***

The fourth trucking mission involves taking a load to Angel Pine (or the 24/7 in Shady Creeks). There's no police attention this time, but you do have to make the delivery in a little over five game hours (or five minutes real time) to get the money. The cash payoff is reduced according to how late the delivery becomes.

Turn left out of the depot and take the second onramp on the left. Head south along the highway and follow it as it bends west toward the small town of Angel Pine (follow the yellow blip). Get to the red marker in time to walk away with a whopping $10,000! You don't lose money for damage to this load.

### Trucking Mission 5
***Reward: $4000***

From here on out, the trucking missions are stepped up a notch in difficulty. The distance you must carry your load makes this mission difficult. The delivery location could be Battery Point, Easter Basin, or Easter Bay Airport—all of which are in San Fierro.

The cargo is fragile and the farther you drive, the more likely it is you'll get into a fender bender. You begin with $4000. Below this cash display is your Damage meter. Try to keep the meter full. Follow only major roads to your destination. Get the goods to the location (yellow blip) in the best condition possible. The good news is that the load is legal, so the cops leave you alone—as long as you don't break any other laws along the way!

### Trucking Mission 6
***Reward: $5000***

This time you're hauling illegal goods to southern San Andreas (random locations around Angel Pines), which means you'll be outrunning a three-star Wanted Level. The load is not susceptible to damage, so your cash reward upon delivery is secure.

A quick way to get on the nearby highway to the south is to take a left turn out of the depot and turn wide across the road to enter the first onramp on your left. Take a right on the freeway and just keep going, while avoiding cops and damage.

### Trucking Mission 7
***Reward: $7000***

You can receive a $7000 cash award for delivering fragile goods to Green Palms or The Sherman Dam or other random locations in northern San Andreas. This is a timed mission. You have a little over six game hours (or six minutes real time) to deliver the load. The key to delivering your cargo safely is to study the map and find the most direct route possible, then drive safely—rushing only makes things more difficult and it costs you money. The goods are legal, so the cops aren't involved.

### Trucking Mission 8: Final Mission
***Reward: $10,000***

This is the final trucking mission that contributes toward 100% completion of the game. It also unlocks RS Haul as an asset property. However, you can continue these trucking missions for fun and money if you wish. You are carrying highly illegal goods to Las Venturas and there are no damage penalties. You will probably deliver to either Whitewood Estates, Redsands West, or Rockshore East. Regardless, it's a long trip with a four-star Wanted Level!

The helicopters deployed at this level have difficulty catching you if you keep moving. You'll notice more Enforcers swarming about, and the police cars are a bit more aggressive, but you can just push through and reach your destination without going out of your way to find Police Bribes. The further you stray from your route, the higher the chance of damage or detachment of the trailer.

Once you make the eighth delivery, all the Trucking missions will be complete and all future missions will be of variable distance, difficulty, and reward as the previous missions. That's a big 10-4, good buddy!

## Vigilante

**Prerequisite**
Enter a Law Enforcement Vehicle (anytime).

**Location**
Anywhere

**Mission Completion Level**
12

**Reward**
Boost Armor to new maximum value of 150

### Details

To returning players, the Vigilante missions are a core element of the ever growing Grand Theft Auto series. And Rockstar does not disappoint... the Vigilante missions are back and have matured, along with the series. And for you newbies out there, a Vigilante mission is something you absolutely must experience for yourself!

### How It Works

Enter any law enforcement vehicle and press the R3 button to begin the challenge. Mission-related displays appear on-screen: Time Left, Level, and Kills. After taking out criminals, bonus time and your cash reward are temporarily displayed. A call goes out, "Suspect last seen in a vicinity of..." and a red blip appears on the radar and map. Follow the blip on the radar to the perpetrator in the time allotted. If you don't defeat the criminal before time expires, the mission ends.



At first, the suspect is easily dealt with. Gun him down drive-by style. This completes level 1 of the Vigilante missions. Stay in the car to receive your cash reward, a new objective, and bonus time on the clock to reach the next perp. The criminals become increasingly difficult to catch and defeat as you reach higher levels.

If you exit your vehicle to eliminate criminals on foot or just to bail out from a smoking law enforcement vehicle, you have 60 seconds to enter another law enforcement vehicle to continue the challenge.

Criminals appear as red blips on the map; a single red blip if they're all in one vehicle, multiple red blips if they're in more than one vehicle or if they exit their vehicle(s). You must eliminate all red blips (threats) in order to advance to the next level. If you fail to meet the time objective or if you cancel out of the mission (R3), you will begin from level 1 the next time you participate in the Vigilante mission.

## Tips

### Multiple Passenger Drive-bys

Making the Vigilante missions more difficult this time around is the new feature that allows multiple passengers in vehicles to perform drive-bys. As you reach higher Vigilante levels, more criminals pack into a vehicle, which means more guys hanging out of the windows shooting at you! To counter this, recruit three gang members of your own before you enter the law enforcement vehicle and initiate the challenge. Don't worry, your crew is used to being in a squad car. Once you're on the job, your gang will not only open fire on just about anybody they see, they will also assist with catching criminals!

### Choose Your Vehicle Wisely

There's even more variety than ever when choosing a Vigilante vehicle in San Andreas. Enforcers are slow, but sturdy. The HVP-1000 (motorcycle) is fast and easy through traffic but you have the higher probability of bodily injury. There are also Barracks trucks, FBI Ranchers, FBI Trucks, and Rangers! And the ultimate Vigilante vehicle, the Hunter! Oh yeah... it's back!

Try all the Vigilante vehicles and find one that feels right for you. This will help you reach the recommended level requirement that contributes to 100% completion of the game. A Vigilante mission performed while in the Hunter is called Brown Thunder. We find these missions most manageable, so get all gold medals at Pilot School for your very own (see the Pilot School section of this chapter for details). Make sure to try these missions in first-person view for the ultimate experience!

### No Repairs. No Problem!

The restrictions placed on these hot vehicles at the Pay 'n' Sprays can make the emergency vehicle missions quite difficult. These vehicles are just too hot to be touched! This is not as big a problem in Vigilante as it is in Paramedic or Firefighter. Why? Because you can always create a Wanted Level, which brings an endless supply of law enforcement vehicles right to you! Controlling the Wanted Level is difficult, though, since you have a time restriction to defeat the threat. Use our Security Services maps at the beginning of each section of the walkthrough to locate nearby Police Bribes and bring your Wanted Level down.

### Sirens

Using the sirens—as annoying as they may be after a long haul—actually do clear some drivers from your path. If the sound becomes mentally crippling, turn them on only when needed. Quickly tap the L3 button to engage and disengage the siren.

### P.I.T. Maneuver

Use the P.I.T. Maneuver learned in Driving School to push the target car around, then stop as close to it as possible to perform a drive-by. Shoot the vehicle until it catches fire. Your next move is to get the heck out of there!

# OTHER PASTIMES

This section covers a wide variety of jobs, sports, recreation, and—of course—girls! The jobs in this section are listed in alphabetical order, but some Odd Jobs are listed in larger categorical sections (Gambling or Arcade Games).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# 2-Player Missions

Surprise, surprise! Two-player in a GTA game! It doesn't get any better than this. Obviously, to play a 2-player mission you need two players and two controllers. These missions don't count toward the 100% completion of the game, but they will lead to hours of gaming goodness.

Two-player missions are scattered throughout the game. Walking into a 2-player symbol makes a text message appear in the top-left corner of the screen. Then to start a 2-player game, press any button on the controller in controller port 2.

When a 2-player mission begins, two characters appear on-screen. The controller in the first slot controls CJ, while the other controller handles player 2. There are two categories of 2-player games: the ones listed in the following section and the 2-Player Run games.

**Kissing Bandit**

When both players face each other, a text message indicates that you're able to kiss. Only one player needs to press the L1 button to make this happen. The couplings can pretty be hilarious; CJ kissing a priest, or Elvis! Funny stuff.

## 2-Player Rampage

**Location**
Pershing Square, Los Santos

### Details

This is a classic GTA Rampage mission, but this time it's done with a partner. Since this is a co-op mission, work together to eliminate 15 pedestrians within three minutes. Unlike the 2-player run-around missions, the second player can't choose a character model.

Remember that you can only get so far from the other player's character, as the game limits the distance you can be apart. If you're after a certain target, make sure both characters head in the same distance.

Venture into the street and seek out some pedestrians using Micro-SMGs. When the pedestrians disappear, return to the courtyard to find more. By completing this mission, a "Mission Passed" message appears and the 2-player Skull icon reappears. There's no monetary award except for any money that is picked up from the lifeless bodies.

## 2-Player Bike

**Location:**
Montgomery, Red County

### Details

At the start of the mission, player one starts in the driver's seat of a motorcycle while player two is the passenger. The objective is to destroy five bikes within 3 minutes. Take off into the nearest street and start shooting motorbikes as they come into view.

Both players have the ability to target and shoot. When multiple bikes appear on-screen, have each player select his own target. Remember that the goal is to destroy the bikes, not the people on the bikes. If things get crazy, try turning on Invert Look in the controller options. The Micro-SMGs will shred the bikes to pieces in no time!

## 2-Player Cars

**Location:**
China Town, San Fierro

### Details

This mission begins with both players inside a Sentinal. The objective is to destroy five vehicles within three minutes. Vehicles are automatically target locked when they come into view, so unleash some drive-by terror with the Micro-SMGs. The toughest part of this mission is avoiding all of the exploding vehicles and splash damage, so the player who is driving the vehicle needs to be careful.

## 2-Player Helicopter

**Location:**
Los Payasadus, Desert

### Details

Both players start this mission inside a Police Maverick (helicopter). Although the Maverick isn't equipped with weaponry, both players have access to Tec-9s. In addition to shooting, player one must steer the copter.

Fly along the road and pick off vehicles as they come into view. You can't move the camera around in 2-player missions, so fly forward after making an extreme directional change to get the camera to change view.

### 2-Player Pedestrians

**Location:**
The Camel's Toe, Las Venturas

**Details**

With player one behind the wheel of a Buffalo vehicle, player 2 gets to ride shotgun. With both players equipped with Micro-SMGs, to goal is to kill 15 pedestrians in under three minutes using only drive-by shooting.

## 2 Player Run-Around

There are five 2-player Run-Around mission icons scattered about San Andreas. The icons resemble two red stickmen standing side-by-side. To trigger one of these missions, step into one of the icons and press any button on the controller in controller port 2.

When a run-around mission begins, the second player spawns and a text message appears stating that the player has free roam of the city, but the player can't let the cops catch him. The second player can change his character model by tilting the Left Analog Stick left or right. The characters available are city dependant. For example, Cowboys are an option in the country and Elvis impersonators are available in Las Venturas.

#### Girlfriends Run-around

In addition to the five 2-player Run-Around missions, another 2-player Run-Around icon appears at each of CJ's girlfriends' homes (or where you meet them to take them on a date). These icons only appear once they agree to go out on a date and only appear when the girl is available for a date. If you are dating all of the girlfriends, this adds six more 2-player Run-Around icons to the game. Now your buddy can be your girlfriend!

### 2-Player Run-around Los Santos

**Location:**
Idlewood, Los Santos

**Details**

Player 2 has a choice of six different character models, the funniest being the Cluckin' Bell employee! This game has no rules, so just have fun without getting busted. The mission will end if your character dies or gets arrested.

Don't worry about weaponry, as Knives, Silencers, Tec-9s, M4s, and Shotguns are provided. Note, however, that you cannot pick up dropped weapons but you can do just about everything else. To perform a dual-targeting drive-by, both players must enter the same car; each player cannot drive a different vehicle.

### 2-Player Run-around Las Venturas

**Location:**
Royal Casino, Las Venturas

**Details**

Player 2 can choose from six different character models, including a stripper, an S&M girl, and Elvis! Weapons are plentiful too, with Knifes, Silencers, Shotguns, Tec-9s, and M4s. To replenish any lost health, simply stop at the small food stands.

## 2-Player Run-around San Fierro

**Location:**
Kings, San Fierro

### Details

Player 2 can choose between six characters, including regular pedestrians, a Vagos gang member, and a firefighter. In this Run-Around mission, you have a fire extinguisher, night vision goggles, and the usual array of weapons. With free roam of the city, visit the airport and try to jack an aircraft that seats at least two!

## 2-Player Run-around Desert

**Location:**
El Quebrados, Desert

### Details

Player 2 can choose from six player models, consisting of mainly country folk, a sheriff, and the gimp! With an arsenal of standard weaponry, head over to Verdant Meadows and see which aircrafts are unlocked there!

## 2-Player Run-around Red County

**Location:**
Dillimore, Red County

### Details

Most of the same character models are available here, along with the standard 2-player arsenal. Try to hold this small town hostage! The Police Ranger vehicle is abundant when the heat is on, so hop into one and do some real damage!

# Arcade Games

The Arcade Games category includes upright arcade machine and console versions of Duality, Go Go Space Monkey, and Let's Get Ready To Bumble. To play an arcade game, approach and face the game and press the Triangle button.

## Duality

**Locations:**
Bars, homes, restaurants, 24/7s, and clothing stores

### Details

There are four options on Duality's main menu: Play, Quit, Hi-Score (White) and Hi-Score (Black). Select Play to begin the game. Tilt left and right on the Left Analog Stick to rotate the ship. Press X to thrust, Circle to shoot, and Triangle to exit.

The red bar indicates your health status, while the green bar illustrates your energy meter. It empties while accelerating and firing your weapon, but slowly regains energy when you stop both of these actions.

There are big and small asteroids that are either black or white in color. The large black asteroids are worth 10 points; destroy them to avoid taking damage. Do not, however, destroy the large white asteroids; if you do, you'll lose 10 points. Avoid the small black asteroids; running through them costs five points. Collect white asteroids by running through them to earn five points. Each shot fired costs 1 point.

## Go Go Space Monkey

**Locations:**
Bars, homes, restaurants, 24/7s, and clothing stores

### Details:

The Go Go Space Monkey main menu has three options: Play, Hi-Score, and Exit. Use the Left Analog Stick to move Go Go Space Monkey in any direction through space, and press the X button to fire at the spaceships.

Destroy as many enemies as possible while avoiding enemy fire. You begin the game with three "lives;" after losing them, you can enter your initials on the Hi-Score screen if you performed well.

By destroying an entire string of enemy spaceships, an "S" icon materializes. Continue to destroy strings of enemy ships without getting destroyed to see an "M" icon, and then finally an "A" icon. Pick up these power-ups to increase your firepower. After acquiring the "A" power-up, hold down the X button for a wide-reaching, automatic fire attack.

## Let's Get Ready To Bumble

**Locations:**
Bars, homes, restaurants, 24/7s, and clothing stores

### Details

The main menu has three options: Play, Hi-Score and Quit. To move the bumblebee left or right, use the Left Analog Stick. To control its ascent (boost), hold the X button or release it to descend. To slow down or descend more quickly, press the Square button. The goal is to collect points by running through flowers. While flying around, avoid the thorny vines or risk a sudden death! The player must collect all 10 flowers in the first stage within two minutes.

## They Came From Uranus

**Locations:**
Bars, homes, restaurants, 24/7s, and clothing stores

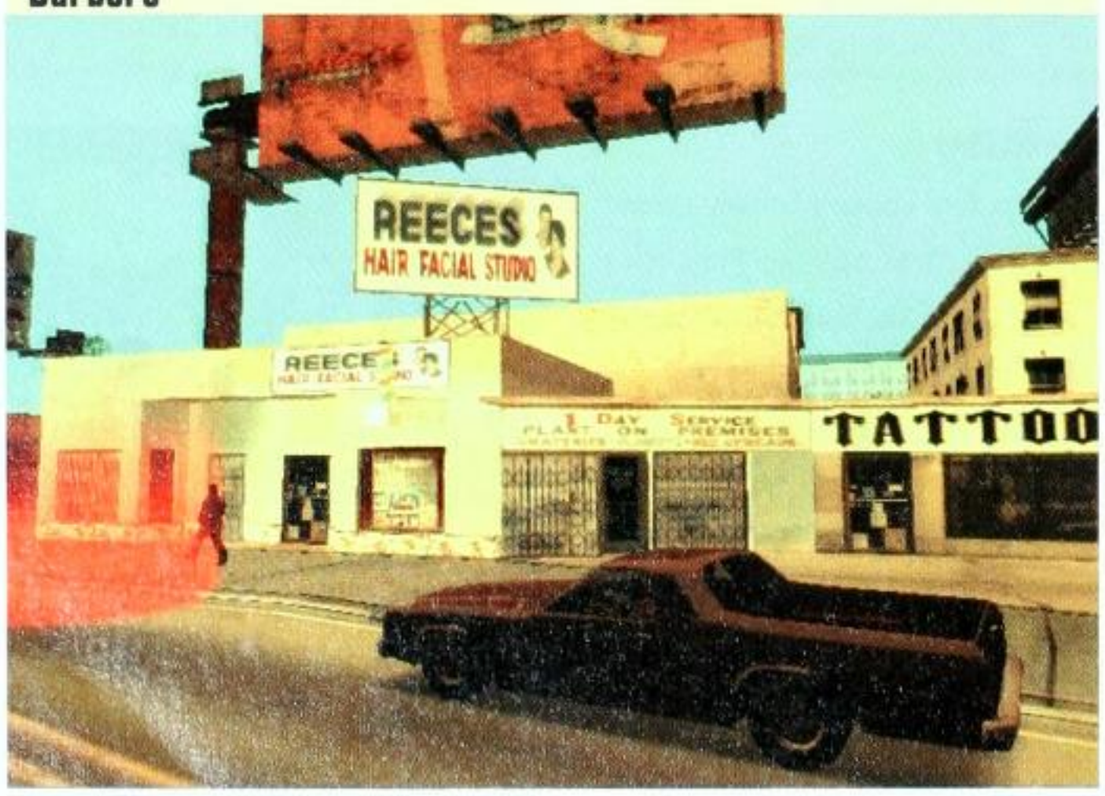
### Details

They Came From Uranus resembles the old arcade game "Tempest." You control a ship that circles the outer edges of the screen and fires inward toward enemy ships that appear in the distance (in the center) and work their way closer while flying in a spiraling pattern. Press the Circle button to fire at advancing enemies and press the Left Analog Stick to move around. See how long you can last with your three lives.

# Stores/Businesses

This section of the guide contains information on Barbers, Clothing Stores, Restaurants, and Tattoo Parlors. The most important aspect of this section relates to how these purchases relates to CJ.

## Barbers




CJ first visits the barbers as an objective in the second mission, "Rider." After this, the other barber shops open for business. Did you know that CJ's hairstyle affects Ryder's reaction when he catches a glimpse of his head? Did you know that CJ's hairstyle also affects his Sex Appeal and Respect stats? Think about this the next time CJ goes on a date.

There various barbers in San Andreas offer a variety of different cuts. The following is a list of the various haircuts, organized by barbers who offer the same cuts. The list also illustrates how each cut raises CJ's Sex Appeal and Respect percentages.

**OLD REECE'S: IDLEWOOD, LOS SANTOS**

| STYLE | RESPECT % + | SEX APPEAL % + | COST |
|---|---|---|---|
| Cesar | 5 | 15 | $50 |
| Cesar & 'Stash | 10 | 10 | $50 |
| Cesar & Goatee | 10 | 0 | $100 |
| Cesar & Beard | 10 | 10 | $80 |
| Afro | 15 | 10 | $150 |
| Afro & 'Stash | 20 | 5 | $200 |
| Afro & Goatee | 20 | 0 | $300 |
| Afro & Beard | 20 | 5 | $250 |
| FlatTop | 25 | 25 | $500 |
| Jheri Curl | 5 | 25 | $350 |
| Cornrow | 30 | 30 | $500 |
| High Fade | 20 | 20 | $150 |

**BARBER SHOP: PLAYA DEL SEVILLE, LOS SANTOS**

| STYLE | RESPECT % + | SEX APPEAL % + | COST |
|---|---|---|---|
| Cesar | 5 | 15 | $50 |
| Red Hair | 10 | 0 | $200 |
| Blue Hair | 10 | 0 | $200 |
| Green Hair | 20 | 0 | $200 |
| Bald Head | 10 | 20 | $10 |
| Bald & 'Stash | 15 | 15 | $25 |
| Bald & Goatee | 15 | 10 | $25 |
| Bald & Beard | 15 | 15 | $50 |
| Slope | 20 | 10 | $200 |
| Mowhawk & Beard | 10 | 0 | $250 |
| Elvis Hair | 0 | 0 | $1000 |

**BARBER SALON: MARINA, LOS SANTOS**
**THE BARBERS POLE: QUEENS, SAN FIERRO**
**GAY GORDO'S BOUFON BOUTIQUE: REDSANDS, LAS VENTURAS**

| STYLE | RESPECT % + | SEX APPEAL % + | COST |
|---|---|---|---|
| Cesar | 5 | 15 | $50 |
| Blonde Hair | 0 | 15 | $50 |
| Pink Hair | 0 | 0 | $200 |
| Blonde Afro | 15 | 15 | $300 |
| Blonde Cornrow | 30 | 30 | $550 |
| High Afro | 15 | 0 | $150 |
| Wedge | 20 | 20 | $150 |
| Detail Cut | 25 | 30 | $400 |
| Groove Cut | 30 | 30 | $500 |
| Mowhawk | 20 | 10 | $200 |
| Blonde Mowhawk | 10 | 15 | $250 |
| Pink Mowhawk | 0 | 0 | $400 |

## Clothiers

The clothing stores in San Andreas fall under six corporate names: binco, Didier Sachs, ProLaps, SubUrban, Victim, and Zip. Binco, ProLaps, and SubUrban open during Sweet's fourth mission, "Nines & AKs." Zip stores open when San Fierro is unlocked, while Victim opens when Las Venturas becomes available.

### Wardrobe Closets

Most houses in San Andreas have a wardrobe closet, which is where CJ can change clothes. After purchasing new items from a clothing store, CJ's old outfit is automatically sent to his wardrobe closet.

### Purchasing

Note that items available for purchase appear in blue text on the clothing menu screen, while previously purchased items appear in green text. These green items appear in CJ's wardrobe closet. Try on an item and press the X button to purchase it for the displayed value.

### Clothing Stores & Inventory

There are many stores in San Andreas that fall under six company names: **binco**, **Didier Sachs**, **ProLaps**, **SubUrban**, **Victim**, and **Zip**. Binco, ProLaps, and SubUrban clothing stores open during Sweet's fourth mission, Nines & AKs. Zip stores open when you enter San Fierro, and Victim opens when you enter Las Venturas. Clothing plays a 4% role in your overall Respect level and 50% of overall Sex Appeal. When entering one of these fine stores, be on your best behavior. If you shoot or even aim your weapon at anyone in the store, the place will go nuts and you are forbidden to continue shopping there until you leave and return.

The following section includes a comprehensive list of every clothing store chain and its inventory. This list also illustrates how purchases affect CJ's Respect and Sex Appeal level.

## BINCO

| | RESPECT % + | SEX APPEAL % + | PRICE |
|---|---|---|---|
| **Torso** | | | |
| White Tank | 2 | 3 | $10 |
| Black Tank | 2 | 3 | $10 |
| Green Hoody | 15 | 5 | $45 |
| White T-Shirt | 0 | 0 | $15 |
| L.S. T-Shirt | 0 | 0 | $10 |
| Sharps T-Shirt | 2 | 0 | $20 |
| Green Shirt | 15 | 3 | $40 |
| Checkered Shirt | 3 | 0 | $20 |
| Combat Jacket | 10 | 0 | $30 |
| Eris T-Shirt | 15 | 7 | $35 |
| Eris T-Shirt2 | 5 | 7 | $35 |
| Track Top | 5 | 9 | $70 |
| **Legs** | | | |
| Black Boxers | 1 | 1 | $10 |
| Heart Boxers | 1 | 2 | $12 |
| Woodland Camo | 6 | 1 | $55 |
| Urban Camo | 2 | 1 | $55 |
| Gray Pants | 0 | 1 | $55 |
| Olive Pants | 5 | 1 | $55 |
| Sweat Pants | 3 | 2 | $60 |
| Blue Jeans | 0 | 0 | $50 |
| Track Pants | 5 | 5 | $70 |
| Beige Pants | 1 | 0 | $35 |
| Green Jeans | 15 | 5 | $60 |
| Green Track Pants | 9 | 2 | $40 |
| **Shoes** | | | |
| Sandals | 0 | 0 | $15 |
| Sandals & Socks | 0 | 0 | $20 |
| Flip-Flops | 0 | 0 | $15 |
| Cowboy Boots | 1 | 2 | $100 |
| Hi-Top Kicks | 2 | 1 | $50 |
| Hi-Top Sneaks | 3 | 2 | $100 |
| Green Low-Tops | 3 | 1 | $50 |
| Blue Low-Tops | 1 | 1 | $50 |
| Black Low-Tops | 1 | 1 | $50 |
| **Chains** | | | |
| Dogtags | 1 | 0 | $10 |
| Africa Pendant | 1 | 1 | $12 |
| **Watches** | | | |
| Pink Watch | 0 | 0 | $15 |
| Yellow Watch | 0 | 0 | $15 |
| **Shades** | | | |
| Joke Glasses | 0 | 0 | $10 |
| Joke Mask | 0 | 0 | $20 |
| Eyepatch | 0 | 0 | $5 |
| Red Rag | 1 | 0 | $50 |
| Blue Rag | 1 | 0 | $50 |
| Green Rag | 2 | 0 | $50 |
| Black Rag | 1 | 0 | $50 |
| **Hats** | | | |
| Red Rag Back | 1 | 1 | $25 |
| Blue Rag Back | 1 | 1 | $25 |
| Green Rag Back | 3 | 2 | $25 |
| Black Rag Back | 1 | 1 | $25 |
| Red Rag Front | 1 | 1 | $25 |
| Blue Rag Front | 1 | 1 | $25 |
| Black Rag Front | 1 | 1 | $25 |
| Green Rag Front | 3 | 1 | $25 |
| Watch Cap | 2 | 0 | $15 |
| Trucker Hat | 0 | 0 | $5 |
| Cowboy Hat | 0 | 0 | $10 |
| Leopard Cowboy | 0 | 0 | $10 |

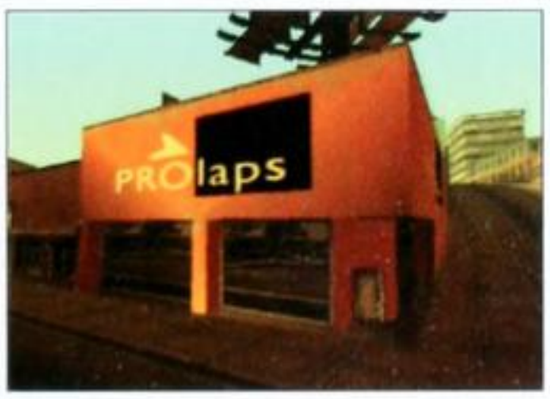
## SUBURBAN

| ITEM | RESPECT % + | SEX APPEAL % + | PRICE |
|---|---|---|---|
| **Torso** | | | |
| White Heat T | 5 | 0 | $35 |
| Bobo Ape T | 17 | 13 | $115 |
| Red Bobo T | 12 | 12 | $80 |
| Base 5 T | 15 | 12 | $80 |
| Suburban T | 15 | 10 | $60 |
| Mercury Hood | 15 | 10 | $70 |
| Base 5 Hood | 20 | 14 | $105 |
| Rockstar Hood | 17 | 15 | $120 |
| Vest & T-Shirt | 0 | 0 | $30 |
| Green Windbreaker | 13 | 5 | $30 |
| Black Windbreaker | 5 | 5 | $30 |
| Rockstar Sweat | 10 | 10 | $60 |
| **Legs** | | | |
| Gray Shorts | 0 | 0 | $30 |
| Olive Shorts | 5 | 0 | $30 |
| Gray Chonglers | 2 | 1 | $50 |
| Green Chonglers | 6 | 0 | $50 |
| Red Chonglers | 6 | 2 | $50 |
| Blue Chonglers | 2 | 2 | $50 |
| Green Shorts | 0 | 5 | $30 |
| Red Jeans | 0 | 0 | $60 |
| **Shoes** | | | |
| Black Hi-Tops | 2 | 1 | $55 |
| Red Hi-Tops | 2 | 1 | $55 |
| Orange Hi-Tops | 2 | 1 | $50 |
| White Low-Tops | 2 | 2 | $70 |
| Gray Low-Tops | 2 | 1 | $65 |
| Black Low-Tops | 2 | 2 | $65 |
| White Hi-Tops | 3 | 2 | $80 |
| Strap Sneakers | 3 | 2 | $80 |
| **Chains** | | | |
| Silver Cuban | 2 | 2 | $200 |
| L.S. Chain | 2 | 0 | $50 |
| **Watches** | | | |
| Face Watch | 1 | 2 | $70 |
| Face Black | 2 | 2 | $120 |
| **Shades** | | | |
| Red Tint | 1 | 1 | $200 |
| Blue Tint | 1 | 1 | $220 |
| **Hats** | | | |
| Red Cap | 1 | 0 | $40 |
| Red Cap (Back) | 1 | 0 | $40 |
| Red Cap (Side) | 1 | 0 | $40 |
| Red Cap (Tilt) | 1 | 0 | $40 |
| Red Cap (Up) | 1 | 0 | $40 |
| Blue Cap | 1 | 0 | $40 |
| Blue Cap (Back) | 1 | 0 | $40 |
| Blue Cap (Side) | 1 | 0 | $40 |
| Blue Cap (Tilt) | 1 | 0 | $40 |
| Blue Cap (Up) | 1 | 0 | $40 |
| Black Skully | 1 | 0 | $60 |
| Green Skully | 3 | 0 | $60 |

## PROLAPS

| ITEM | RESPECT % + | SEX APPEAL % + | PRICE |
|---|---|---|---|
| Torso | | | |
| Rimmers Jacket | 10 | 5 | $150 |
| R-Star Jacket | 10 | 5 | $200 |
| Dribblers Vest | 7 | 5 | $30 |
| Saint's Shirt | 7 | 5 | $30 |
| 69ers T-Shirt | 7 | 5 | $50 |
| ProLaps T-Shirt | 7 | 10 | $50 |
| ProLaps Black T | 7 | 10 | $50 |
| Bandits Top | 7 | 5 | $70 |
| Track Top | 10 | 15 | $85 |
| Leisure Top | 0 | 0 | $30 |
| Slappers Top | 5 | 2 | $150 |
| Baseball T | 10 | 5 | $80 |
| Legs | | | |
| Track Pants | 5 | 5 | $100 |
| Black Track Pants | 5 | 5 | $120 |
| Blue Track Pants | 5 | 5 | $140 |
| Ball Shorts | 5 | 1 | $60 |
| Boxing Shorts | 5 | 1 | $60 |
| Dribbler Shorts | 5 | 1 | $60 |
| Leisure Pants | 0 | 0 | $50 |
| Shoes | | | |
| Mid-Top Sneaker | 5 | 3 | $115 |
| Black Hi-Tops | 3 | 2 | $70 |
| Blue Hi-Tops | 2 | 2 | $65 |
| Green Hi-Tops | 5 | 2 | $60 |
| Red Sneakers | 2 | 3 | $80 |
| Blue Sneakers | 2 | 2 | $75 |
| White Sneakers | 2 | 2 | $70 |
| White Mid-Tops | 4 | 2 | $70 |
| Black Mid-Tops | 4 | 2 | $70 |
| Boxing Shoes | 0 | 0 | $70 |
| Chains | | | |
| Stop Watch | 0 | 0 | $20 |
| Saints Chain | 1 | 0 | $25 |
| Watches | | | |
| Pro-Laps White | 0 | 1 | $440 |
| Pro-Laps Black | 1 | 1 | $700 |
| Shades | | | |
| Aviators | 1 | 1 | $150 |
| Sun Glasses | 2 | 1 | $150 |
| Hats | | | |
| Green Cap | 1 | 0 | $40 |
| Green Cap (Back) | 1 | 0 | $40 |
| Green Cap (Side) | 1 | 0 | $40 |
| Green Cap (Tilt) | 1 | 0 | $40 |
| Green Cap (Up) | 1 | 0 | $40 |
| Boxing Helmet | 0 | 0 | $80 |
| Hockey Mask | 2 | 0 | $40 |
| Fullface Helmet | 2 | 1 | $150 |
| MotoX Helmet | 0 | 0 | $100 |
| Helmut | 1 | 0 | $100 |

PROlaps®
The first in sports wear. Train HARD




## ZIP

| ITEM | RESPECT % + | SEX APPEAL % + | PRICE |
|---|---|---|---|
| Torso | | | |
| Blue Hoody | 5 | 5 | $65 |
| Black Hoody | 5 | 5 | $65 |
| Striped T-Shirt | 5 | 5 | $10 |
| Brown Shirt | 5 | 10 | $40 |
| Sky Blue Shirt | 7 | 10 | $40 |
| Yellow Shirt | 7 | 10 | $40 |
| Gray Shirt | 7 | 10 | $40 |
| Plaid Shirt | 3 | 0 | $20 |
| Cream Logo T | 0 | 5 | $35 |
| Gray Logo T | 0 | 5 | $35 |
| Jean Jacket | 10 | 20 | $90 |
| Bowling Shirt | 7 | 13 | $70 |
| Legs | | | |
| Beige Khakis | 10 | 7 | $150 |
| Olive Khakis | 10 | 7 | $150 |
| Black Khakis | 8 | 8 | $150 |
| Blue Khakis | 8 | 7 | $150 |
| Beige Shorts | 6 | 3 | $80 |
| Blue Shorts | 6 | 3 | $80 |
| Shoes | | | |
| Gray Boots | 5 | 5 | $125 |
| Red Boots | 5 | 5 | $135 |
| Brown Boots | 2 | 4 | $115 |
| Hiking Boots | 4 | 2 | $110 |
| Chains | | | |
| Leaf Chain | 2 | 1 | $100 |
| Gold Chain | 2 | 2 | $350 |
| Watches | | | |
| Zip Blue | 2 | 2 | $100 |
| Zip Gold | 2 | 22 | $220 |
| Shades | | | |
| Black Shades | 2 | 2 | $100 |
| Brown Shades | 2 | 2 | $150 |
| Hats | | | |
| Black Sun Hat | 2 | 2 | $20 |
| Plaid Sun Hat | 2 | 2 | $20 |
| Cap | 1 | 0 | $40 |
| Cap (Back) | 1 | 0 | $40 |
| Cap (Side) | 1 | 0 | $40 |
| Cap Tilted | 1 | 0 | $40 |
| Cap Rim Up | 1 | 0 | $40 |

ZIP

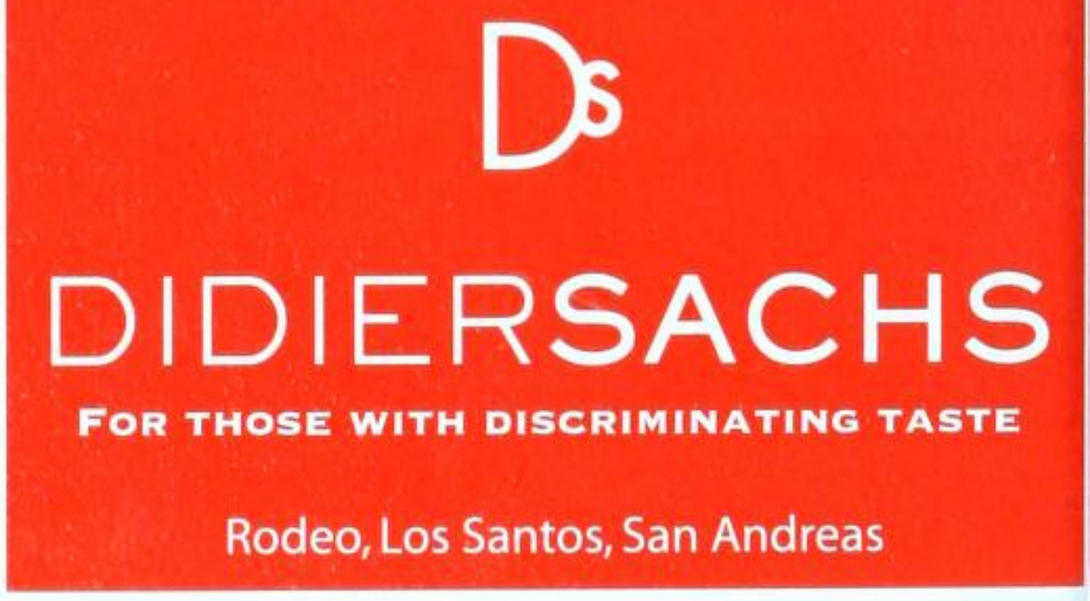
clothing to get your teeth into

## VICTIM

| ITEM | RESPECT % + | SEX APPEAL % + | PRICE |
|---|---|---|---|
| **Torso** | | | |
| Hooded Jacket | 17 | 15 | $75 |
| Gray Jacket | 20 | 25 | $1620 |
| Black Jacket | 10 | 20 | $300 |
| Biker Jacket | 17 | 15 | $320 |
| Chore Coat | 15 | 10 | $320 |
| Hawaiian Shirt | 7 | 13 | $200 |
| Blue Hawaiian | 7 | 13 | $300 |
| Sports Jacket | 13 | 17 | $450 |
| Madd Tagg T | 5 | 5 | $30 |
| Green Tagg T | 5 | 5 | $30 |
| Loc-Down T | 5 | 5 | $200 |
| Loc-Down Vest | 5 | 5 | $300 |
| **Legs** | | | |
| Leather Pants | 8 | 8 | $875 |
| Leather Chaps | 0 | 0 | $80 |
| Gray Pants | 8 | 10 | $800 |
| Black Pants | 8 | 10 | $800 |
| Jean Shorts | 9 | 7 | $1000 |
| **Shoes** | | | |
| Cowboy Boots | 4 | 5 | $500 |
| Biker Boots | 3 | 3 | $145 |
| Snake Skin | 5 | 5 | $1000 |
| **Chains** | | | |
| Silver Chain | 2 | 1 | $450 |
| Gold Chain | 2 | 2 | $550 |
| **Watches** | | | |
| Gold Gnocchi | 1 | 2 | $1500 |
| Silver Gnocchi | 2 | 2 | $3000 |
| **Shades** | | | |
| Black Shades | 2 | 2 | $500 |
| Green Tint | 2 | 2 | $400 |
| **Hats** | | | |
| Red Beret | 1 | 3 | $900 |
| Black Beret | 1 | 3 | $900 |
| Black Cap | 2 | 0 | $40 |
| Black Cap (Back) | 2 | 0 | $40 |
| Black Cap (Side) | 1 | 0 | $40 |
| Black Cap (Tilt) | 1 | 0 | $40 |
| Black Cap (Up) | 1 | 0 | $40 |

## DIDIER SACHS

| ITEM | RESPECT % + | SEX APPEAL % + | PRICE |
|---|---|---|---|
| **Torso** | | | |
| Tweed Jacket | 25 | 25 | $5500 |
| Red Jacket | 23 | 25 | $4000 |
| Blue Jacket | 22 | 25 | $3000 |
| Yellow Jacket | 25 | 25 | $6000 |
| Tuxedo | 20 | 25 | $7000 |
| Green Jacket | 25 | 15 | $5500 |
| Letterman Top | 15 | 5 | $1525 |
| **Legs** | | | |
| Red Pants | 9 | 10 | $2000 |
| Blue Pants | 9 | 10 | $2500 |
| Yellow Pants | 10 | 10 | $4000 |
| Tweed Pants | 10 | 10 | $3000 |
| Tuxedo Pants | 9 | 10 | $3000 |
| Green Pants | 10 | 6 | $1500 |
| **Shoes** | | | |
| Black Shoes | 5 | 5 | $2500 |
| Brown Shoes | 4 | 5 | $1100 |
| Spats | 5 | 5 | $350 |
| **Chains** | | | |
| Cross Chain | 2 | 2 | $5000 |
| Dollar Chain | 2 | 2 | $2000 |
| **Watches** | | | |
| Gold Crowex | 3 | 3 | $8000 |
| Silver Crowex | 3 | 3 | $5000 |
| **Shades** | | | |
| Black Shades | 1 | 2 | $600 |
| Black Rim | 2 | 2 | $800 |
| **Hats** | | | |
| Dark Trilby | 3 | 2 | $300 |
| Light Trilby | 3 | 2 | $300 |
| Black Derby | 1 | 2 | $500 |
| Red Derby | 2 | 3 | $600 |
| Blue Derby | 2 | 2 | $600 |
| Yellow Derby | 3 | 2 | $700 |
| Green Derby | 3 | 2 | $550 |
| Gray Boater | 3 | 2 | $800 |
| Black Boater | 3 | 2 | $700 |



## Restaurants

The restaurants in San Andreas open for business during the "Rider" mission (when Rider robs the Well Stacked Pizza place). The three restaurant chains, Burger Shot, Well Stacked Pizza and Cluckin' Bell, have stores all over San Andreas. There are also a number of other "nicer" restaurants that appear on the map when a girlfriend wants something to eat. Note, however, that is the only time you can eat at these places and the food does nothing for CJ's diet.

### Eating Requirements

CJ can eat up to 11 meals within a six-hour period before he will puke! When this occurs, he will lose all of the fat he gained from eating.

Diet meals, like salads, do not add fat to CJ's Fat stat. If you eat a small meal (like a single burger), 1% fat is added, while a medium sized meal (like fried chicken with sides) adds 2% fat to his Fat stat. Lastly, a large meal (like an entire pizza) adds 3% fat. It takes three trips to a restaurant, eating the full load of large meals each time, to make CJ attain a 100% Fat stat.

**OBESITY WARNING!**

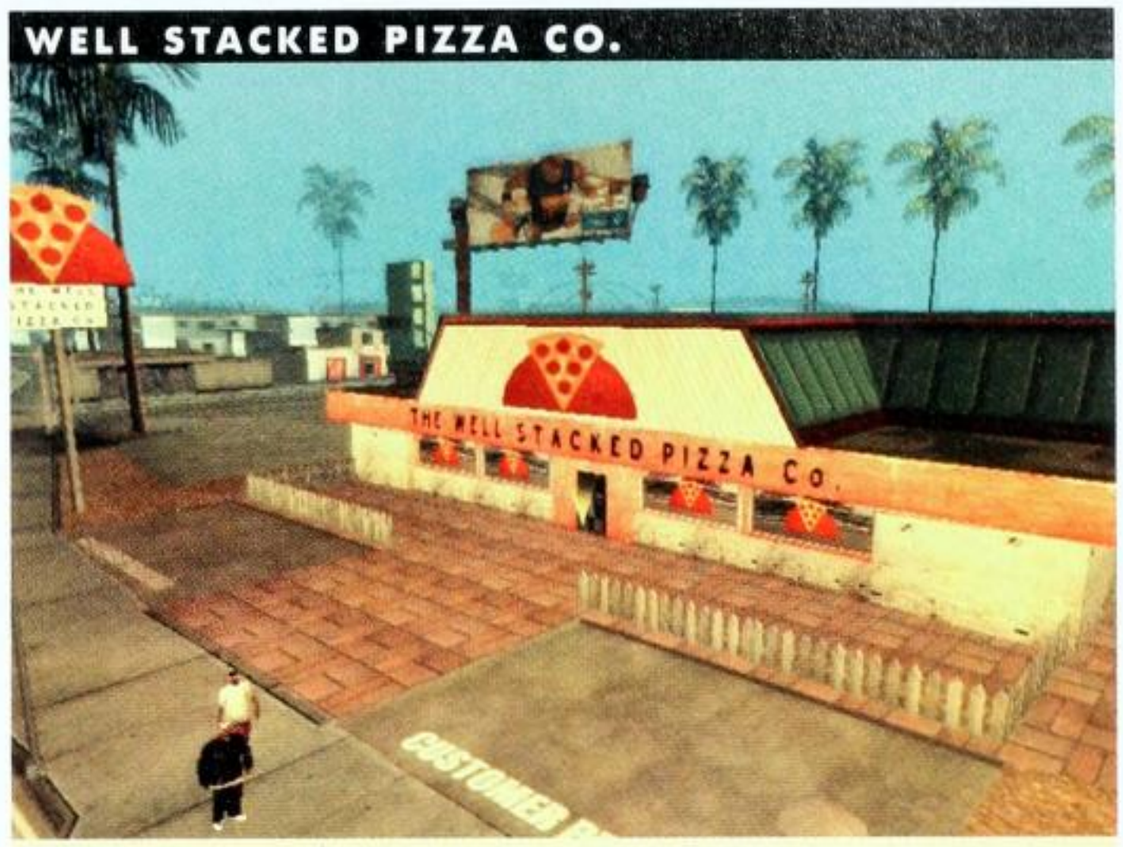
Becoming obese affects the way CJ moves, like limiting his sprinting ability. Also, his ability to jump and scale walls decreases.

### Dieting

There are two ways to lose weight: "dieting" or engaging in aerobic exercise. To "diet," CJ must refrain from eating for 48 game hours, at which time he will begin to lose fat at a rate of 2.5% per hour. After an additional 26 hours, he will lose Muscle at a rate of 2.5% per hour. After his Fat stat has been completely depleted, he will lose health!

### Menus

The following is a list of every restaurant and their menus. Each menu item also has an associated Fat % assigned to it.




| MEAL | PRICE | FAT % + |
|---|---|---|
| Buster | $2 | 1 |
| Double D-Luxe | $5 | 2 |
| Full Rack | $10 | 3 |
| Salad Meal | $10 | 0 |

| MEAL | PRICE | FAT % + |
|---|---|---|
| Cluckin' Little Meal | $2 | 1 |
| Cluckin' Big Meal | $5 | 2 |
| Cluckin' Huge Meal | $10 | 3 |
| Salad Meal | $10 | 0 |

## BURGER SHOT

| MEAL | PRICE | FAT % + |
|---|---|---|
| Moo Kids Meal | $2 | 1 |
| Beef Tower | $6 | 2 |
| Meat Stack | $12 | 3 |
| Salad Meal | $6 | 0 |

## Tattoo Parlors

Tattoo parlors open during the Ryder mission (there's one next door to the barber in that mission). Tattoos, although they're expensive, can raise CJ's Respect and Sex Appeal levels. The following section contains a list of all four tattoo parlors in San Andreas, what they offer, their costs, and how the tattoos affect CJ's Respect and Sex Appeal. It's possible to remove a tattoo, but it costs $400 per tattoo!

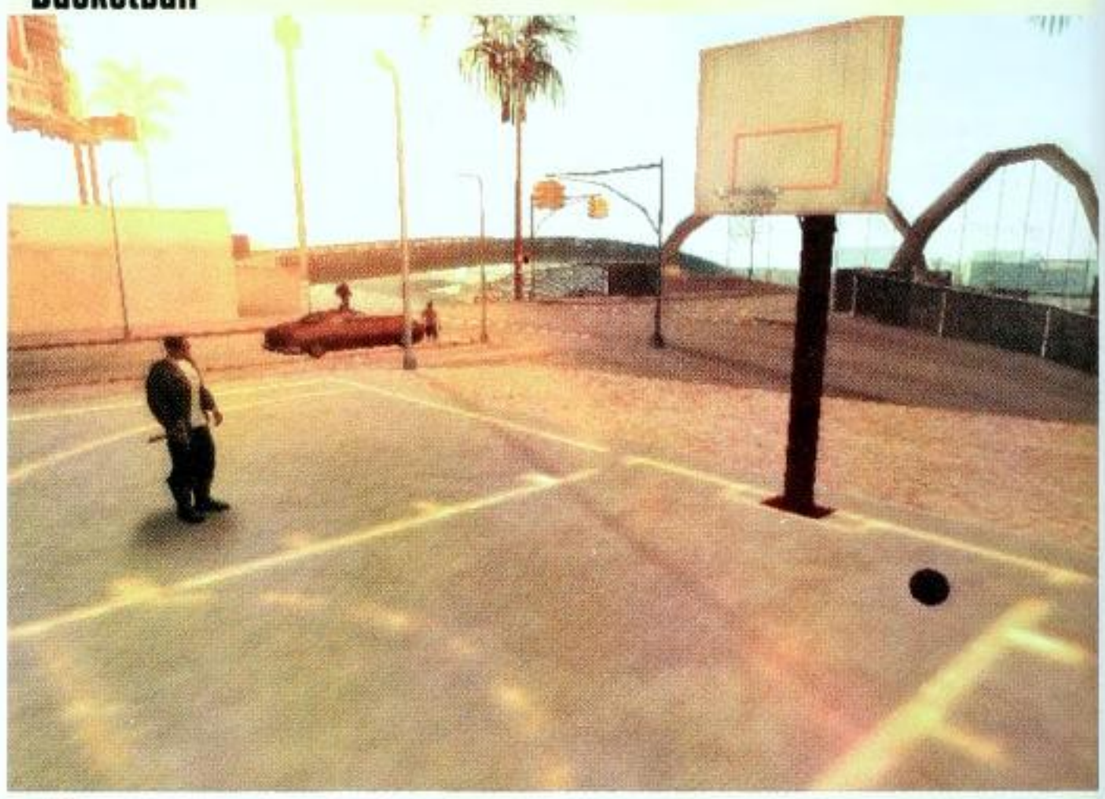
### IDLEWOOD LOS SANTOS TATTOO PARLOR
### WILLOWFIELD LOS SANTOS TATTOO PARLOR
### HEMLOCK TATTOO: QUEENS SAN FIERRO TATTOO PARLOR

| BODY PART | TATTOO | PRICE | RESPECT % + | SEX APPEAL % + |
|---|---|---|---|---|
| Upper Left Arm | Nation | $40 | 2 | 2 |
| | Grove | $45 | 2 | 2 |
| Lower Left Arm | Gun | $50 | 2 | 2 |
| Upper Right Arm | Africa | $90 | 2 | 2 |
| Lower Right Arm | Cross | $70 | 2 | 2 |
| Back | Grove St | $150 | 3 | 3 |
| | Westside | $200 | 3 | 3 |
| | Los Santos | $150 | 3 | 3 |
| | Gun | $450 | 3 | 3 |
| Left Chest | Gun | $50 | 2 | 2 |
| | Bullet | $90 | 2 | 1 |
| Right Chest | Los Santos | $80 | 2 | 2 |
| | Los Santos | $45 | 2 | 2 |
| | Los Santos | $50 | 2 | 2 |
| | Los Santos | $100 | 2 | 2 |
| | Los Santos | $65 | 2 | 2 |
| Stomach | Grove | $70 | 2 | 2 |
| | Grove | $125 | 2 | 2 |
| | Grove | $100 | 2 | 2 |
| Lower Back | Angel | $450 | 3 | 3 |
| | Dagger | $350 | 3 | 3 |

### REDSANDS EAST, LAS VENTURAS TATTOO PARLOR

| BODY PART | TATTOO | PRICE | RESPECT % + | SEX APPEAL % + |
|---|---|---|---|---|
| Upper Left Arm | Spider | $72 | 2 | 2 |
| Lower Left Arm | Cross | $84 | 2 | 2 |
| | Clown | $36 | 2 | 2 |
| Upper Right Arm | Web | $60 | 2 | 2 |
| Lower Right Arm | Mary | $120 | 2 | 2 |
| Back | Card | $240 | 3 | 3 |
| Left Chest | Crown | $150 | 1 | 2 |
| | Homeboy | $120 | 2 | 2 |
| Right Chest | O.G. | $108 | 2 | 2 |
| Stomach | Dice | $108 | 2 | 2 |
| | Dice | $60 | 2 | 2 |
| Lower Back | Masks | $720 | 3 | 3 |
| | Cross | $600 | 3 | 3 |

## Basketball



**Prerequisite**
Available at the beginning of the game.

**Location**
Random basketball courts

**Reward:**
Bragging Rights

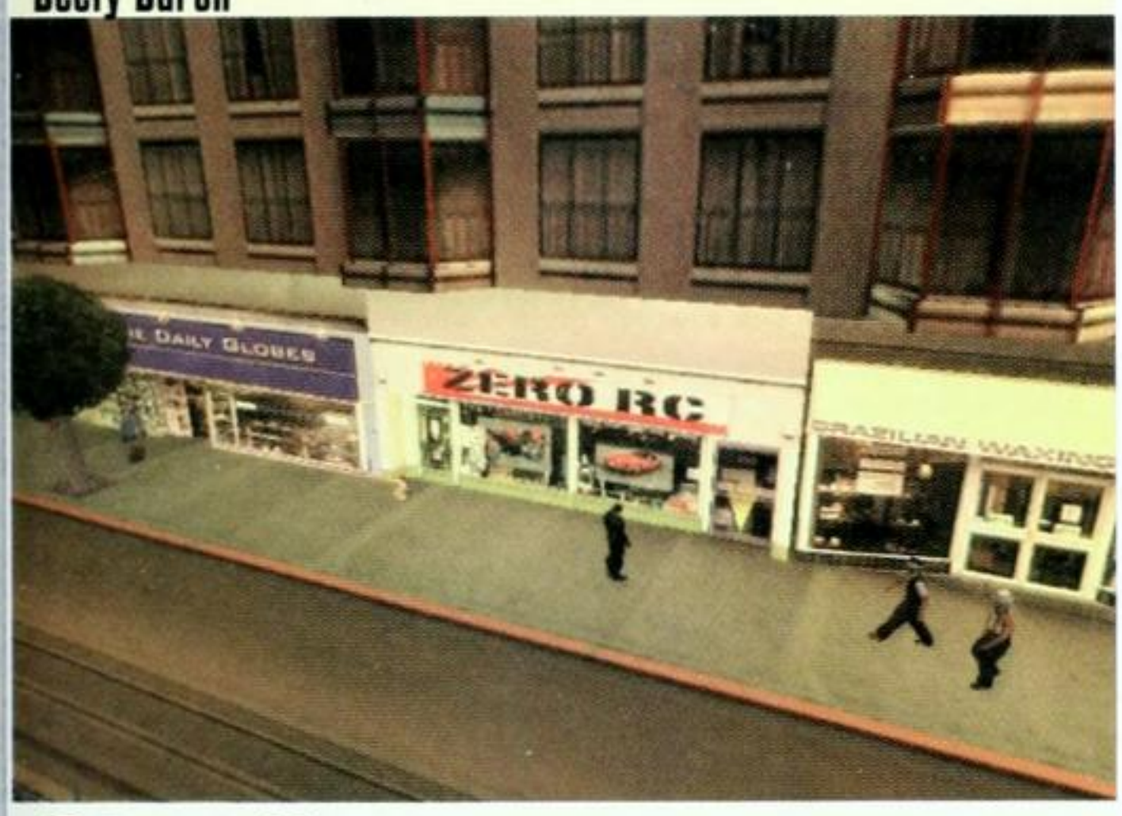
Find one of the many basketball courts scattered around San Andreas that has a basketball near the one of the goals. Note that the appearance of the basketball is random. To play, approach the basketball and press the Triangle button.

Press and hold the X button to shoot the ball, then release the X button at the peak of the jump for maximum accuracy. After shooting the ball, walk over the ball to pick it back up. Press the Triangle button to quit.

The key to putting the rock through the hoop is holding and releasing the X button for the appropriate time. You don't need to face the basket before shooting, although it doesn't hurt. CJ automatically faces the basket when he shoots.

To begin the basketball challenge, press the R3 button while holding the ball and make as many baskets as possible before the time expires. Stand inside the red marker on the court and shoot the ball. The game starts with one minute on the clock and 15 seconds is added for each successful basket. After a shot goes in, the red marker moves to a new location.

## Beefy Baron




**Prerequisite**
Finish Zero's mission strand and enter the red marker in the back of the store near the closet Zero was hanging from in a previous mission.

**Location**
Inside the back room of Zero's RC Shop in Garcia, San Fierro.

**Reward**
Cash made by destroying Topfun vans.

### Details

After completing Zero's mission strand, walk into the back room of Zero's RC shop and enter the red marker near the computer desk in the back corner.

This challenge is very similar to Zero's mission, "Supply Lines" but without the fuel limit. You control an RC Baron that appears on the rooftop of Zero's store. The goal is to destroy as many of Berkley's Topfun vans as possible within three minutes.

Berkley's Topfun vans (red in color) appear all around a few block radius of Zero's shop. The vans do not appear on the radar; you'll have to hunt them down instead. The flight controls are the same as they were in the "Supply Lines" mission.

The machine gun fire from the Baron has a decent spread and is capable of inflicting damage at long-range. Spray bullets as soon as a red van appears.

## Dancing

**Prerequisite**
Complete OG Loc's first mission, "Life's a Beach."

**Location**
Try Disco Nightclub in Queens, Red County. There are other locations in all of the big cities, as you will soon discover.

### Details

Dancing is available in many bars and night clubs around San Andreas. Enter a bar and walk into the red marker on the dance floor. To quit the dance before it ends, press and hold the Triangle button until another text message prompts you to press the X button to quit. During the challenge, a yellow circle appears near the bottom-center of the screen while button symbols scroll through the circle.

When a symbol appears inside the yellow circle, press the correct button to gain points. The better your timing, the better your score. Various text messages appear to rate your timing skill. These messages include: Bad, Acceptable, Good, Perfect, Great Timing, The Master, and Synchronized!

## Gang Warfare: Building Territory

After completing the mission, "Doberman," the task of taking over rival gang territories for respect and added income can begin. As new territories come under your control, more money is added on a daily basis to the asset ("$") icon in front of the Johnson Family's garage. You also gain 6% respect for each territory under your control, plus an additional 3% "Running Respect" increase (see the "Game Basics" chapter for more information on this subject). If you lose a territory, the 3% Running Respect is subtracted.

In the process of taking over territories, you also increase Running Respect by killing gang members and possibly dealers and cops. However, the death of one of your own gang members is almost as bad as losing a territory from a Running Respect standpoint.

### Taking Over Territory

Each gang has its own color. When looking at the map and radar, these colors highlight the area of the city that they control (see the Gang Territories map).

**GANG COLORS**

| GANG | COLOR |
|---|---|
| Ballas | Purple |
| Grove Street Families | Green |
| Los Santo Vargos | Yellow |
| Los Aztecas Varrios | Cyan |
| San Fierro Rifa | Blue |
| Triads | Red |
| Da Nang Thang | Brown |
| Mafia | Gray |

To take over a territory, get some armor, some homies, and a Micro-SMG or—better yet—an AK-47 or M4! Enter the rival gang's territory and unload on the rival gang (do this while on foot). A gang war is provoked after four rival gang members are killed. At this point, two things occur: health and armor spawn in the nearby streets and a wave of rival gang members move in and attack.

There are three waves of gang attacks to survive; defeat all three to take over 'hood. Upon doing so, the area on the map changes to green to represent the Families' colors. Soon, Grove Street Family gang members will start wandering the streets. Recruit some of these homies and take them into a bordering enemy territory and take it over, too.

### Gang Recruits

Although fellow gang members are helpful, don't put too much faith in them. Use them to draw fire away from CJ, then pick off the enemy (see the first page of this guide for more details on recruiting and commanding gang members).

### Controlling the Battle

Always look for short walls or other objects to shoot over to provide some protection for CJ's body. Long alleyways are good places to fight, as there are only two directions for the rival gang members to attack. Backyards are also good, since the enemies must funnel up the driveway or around the house to fight.

### Staying Alive

When shooting, crouch to increase CJ's accuracy and make him a smaller target. When fighting a large group, strafe the targeting reticle across the entire group and shoot each one once or twice to delay their firing.

The first wave of rival gang members usually pack Micro-SMGs, but the AK-47 usually appears later in the later waves. Don't forget to pick up enemy weapons and money and locate health and armor.

### Defense

When CJ's hood comes under attack, a red blinking flag appears on the radar and map, plus the territory under attack flashes red. Additionally, a text message appears and warns of the attack. If you elect not to defend the turf, CJ will lose respect.

# Gambling

**Gambling Prerequisite**
Complete Toreno's "Pilot School" mission to gain entry into Las Venturas (for casino gambling). Lowrider, Off Track Betting, and Pool can be played in Los Santos

**Gambling Rewards:**
Cash made while gambling.

## Details

There are several opportunities to gamble in San Andreas. There is Off Track Betting in Downtown Los Santos and Montgomery and much larger casinos in Las Venturas. To increase CJ's luck in gambling, find as many Horseshoes as possible.

CJ increases his Gambling skill each time he gambles in a mini-game. The higher his Gambling skill, the more he can borrow against in the casino. And the more he can borrow, the higher the wager he can make when he is down on his luck.

**GAMBLING STATS**

| GAMBLING SKILL % | GAMBLER LEVEL | WAGER & BARROWING MAX |
|---|---|---|
| 1% | Gambler Level | $1,000 |
| 5% | Professional | $10,000 |
| 10% | Hi-roller | $100,000 |
| 100% | Whale | $1,000,000 |

**WARNING: Don't Leave the Casino a Loser**

If you borrow money from the casino and leave owing the casino money (money total in the red), you will soon receive a phone call from the casino owner reminding you that you owe him money. If you do not pay it back and are in the area, you receive a second call where the owner says he's sending his "associates" to pay you a visit. Be on the lookout for the 4-door Vincent; it's full of four, heavily armed roughnecks that shoot on sight. Survive the time limit, and pay the casino back to avoid future confrontations.

## Blackjack

**Locations**
The Four Dragons, Caligula's Palace and Casino in Las Venturas

**Maximum Wager**
$100 to $1,000,000

### Details

As CJ's Gambling skill increases, he can move to tables with higher betting limits. The Blackjack tables in San Andreas follow standard casino-rules. Face the blackjack table and press the Triangle button to play.

### Making Bets

There are four betting options: the Square button increases the wager; the Circle button decreases the wager; press the X button to proceed; and press the Triangle button to quit. Wager information appears in the bottom-left corner of the screen; press and hold the X button to reach the desired wager.

After making a bet and choosing "proceed," the dealer's cards appear at the top of the screen and yours appear at the bottom. The total wager, the dealer's score, and your current card total appear in the bottom-left corner of the screen.

## Inside Track Betting (ITB)

**Location:**
Inside Track in Montgomery, Red County

**Maximum Wager:**
$10,000

You will most likely witness the first ITB machine while Downtown in Los Santos or while taking part in the Catalina mission, "Against all Odds." Enter an ITB facility and approach one of the machines along the walls, then press the Triangle button to play. A list of five horses and their odds, your cash amount, and the betting options appear on-screen. Select a horse (highlight it using the D-pad) and press the X button. View the betting amounts and confirm a bet by pressing the X button.

The race begins after selecting the Place Bet option. The game then switches to a screen showing the horse race. To locate your horse, match the horse's color (noted at the top of the screen) with the color of the jockey's jersey.

## Pool

**Locations**
At any of the many pool tables in most bars in San Andreas.

**Maximum Wager:**
$1,000 to $100,000 (table dependent)

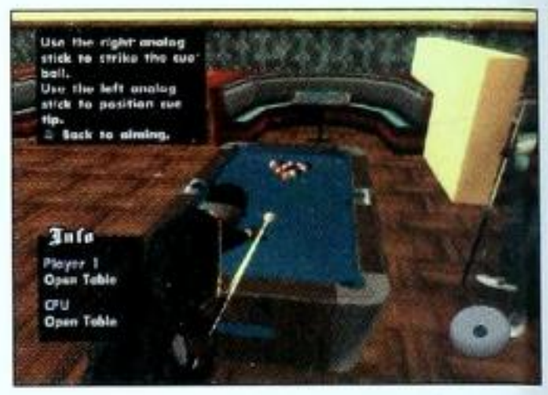
Find an establishment that has pool tables and look for a man standing near them. Approach the man and face him until the text message, "Press Triangle to play pool" appears. You can even have a second player join in the fun. To do this, insert another controller into port 2 and press the START button on the second controller. You can also make a wager to play against the computer.

### Game Rules

The game rules are along the lines of standard pool. If you scratch (hit the white ball into one of the pockets), the computer player (or second player) places the cue ball on the table and takes a shot. Scratching on the 8-ball is allowed also in this game.

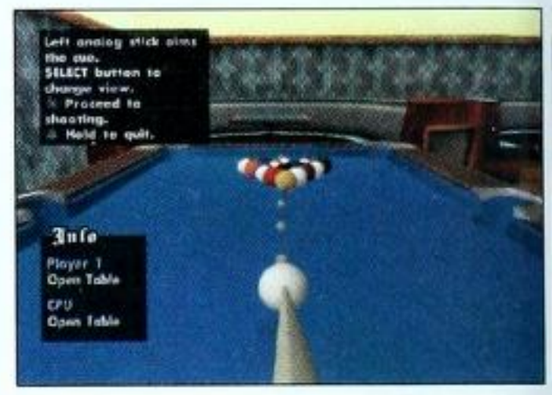
### Aiming Mode

Use the Left Analog Stick to aim the pool stick left and right to make the break off the cue ball. Press the X button to proceed to Shooting Mode.



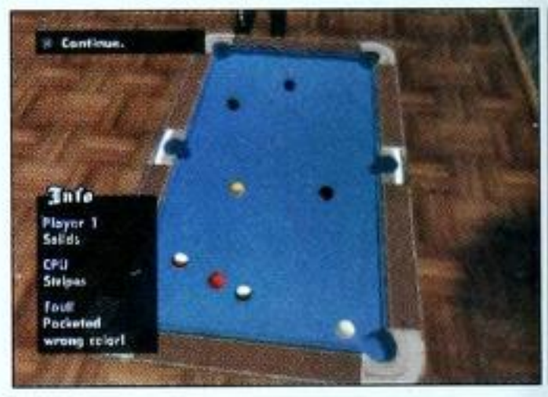

### Shooting Mode

Use the Right Analog Stick to strike the cue ball by tilting down and then pushing up. The cue ball hitting gauge appears in the bottom-right corner of the screen. The green dot on the ball indicates the cue's strike location. Move the tip of stick on the cue ball (use the Left Analog Stick) to affect the cue ball's direction. A row of dots plots the ball's trajectory according to the position of the cue.



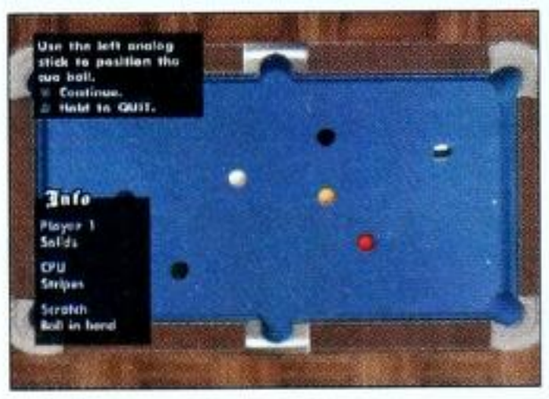

### Score Meter

The score, which appears in the bottom-left corner of the screen, displays the number of the potted balls (balls that have been sunk). If a foul occurs, this scoreboard illustrates the foul, or shows that the scratched ball is in your hand.




### The Scratch

A scratch occurs when the cue ball enters a pocket, either directly or after hitting a ball. When a player scratches, the opponent takes a turn. Once the scratched cue ball is in hand, you can place the cue ball anywhere on the table to line up the next shot. Use the Left Analog Stick to move the ball to the desired position, then continue to play as normal.



## Roulette

**Locations:**
Las Venturas Casinos

**Maximum Wager:**
$1,000 to $1,000,000 (machine dependent)

### Details

The casinos have a few different roulette and blackjack tables from which to choose. As is the case with Blackjack, a higher Gambling skill translates into higher betting limits (Gambling skill is also increased through Lowrider mini-games and other challenges that involve betting).

Roulette follows the standard casino rules. Face a Roulette table and press the Triangle button to play. You can lay the standard types of Roulette bets by placing chips on various options on the table, including on-the-line bets. Press the Circle button to start the roulette wheel spinning.

## Slots

- **Locations:**
  Las Venturas Casinos
- **Wager:**
  $1, $10, $20, and $50

### Details

Enter a casino and face any of the slot machines, then press the Triangle button to play. Pull the machine's lever (by confirming to play slots) and a graphic of a 3-reeled slot machine appears. All the reels spin and come to a stop one after another. The only combination that pays out is three of a kind and the payout depends upon the type of symbols that match up and the betting amount on the machine you're playing.

## Video Poker

- **Locations**
  Some bars (like those in Blueberry, Red County) and Las Venturas Casinos.
- **Wager**
  $50, $100, $150, $200, and $250

### Details

Approach a video poker machine and press the Triangle button to play. To bet, use the D-pad to move between the five wagering options. You can bet up to $100 a hand.

Video Poker follows standard poker rules. After placing a bet, you can select Deal and to receive five cards. Hold onto your best cards (using the hold button above the cards), then choose Deal again to get some new cards. You win according to the payout scale at the top of the card display. While playing, try to identify all of the GTAIII and Vice City characters on the face cards!

## Wheel of Fortune

- **Locations**
  Casinos in Las Venturas.
- **Maximum Wager**
  $100 to $1,000,000 (table dependant)

### Details

Walk up to the table with the large wheel behind it and press the Triangle button to play. There are fifty-four potential slots that the wheel can stop on. Twenty-three of them are $1 spots, 15 are $2 spots, eight are $5 spots, four are $10 spots, two are $20 spots, and there is one "star" slot.

Place a bet on the slot that you think the wheel will stop on. After betting, press the Circle button to proceed. The camera pans to the spinning wheel, then zooms in to show the slot that it stops on.

# Girlfriends

One of the most exciting additions to the world of GTA is the girlfriend feature in San Andreas. CJ has the opportunity to date six different girls—all at the same time. He's a real playa! The following section is split up into the stages of dating.

## Meeting the Girl

Two of the girls are discovered during normal progression of the story missions. That leaves four more girls to locate, date, and... well, you know what comes next. All these women have floating blue triangle markers overhead when you first meet them (except Millie). The following is a list of the girls and where they are discovered (see our Odd Jobs map fold-out for exact meeting and dating locations).

**GIRLFRIEND MEETING LOCATIONS**

| GIRL | OCCUPATION | LOCATION |
|---|---|---|
| **Denise Robinson** | Gang Girl | Los Santos: burning apartment in Burning Desire mission. |
| **Michelle Cannes** | Mechanic | San Fierro: inside Driving School near the water cooler. |
| **Helena Wankstein** | NRA Nut | Blueberry, Red County: Ammu-Nation exterior shooting range balcony. |
| **Barbara Schternvart** | Cop | El Quebrados, Desert: sheriff's parking lot. |
| **Katie Zhan** | Nurse | Avispa Country Club, San Fierro: practicing T'ai Chi at the edge of the golf course. |
| **Millie Perkins** | Caligula's Croupier | Caligula's Palace, Las Venturas: follow her to her home from Caligula's in the **Key to Her Heart** mission. |

## Getting the Girl to Notice You

This is where it gets tricky. Each girl likes her man in a particular state of physical condition (not particularly in the best possible shape), to have lots of Sex Appeal, and to look good. Buy some sexy clothes, get a new haircut, don some tattoos, lose the fat (for most girls), and workout. Most importantly, get a nice car. Sex Appeal is seriously boosted when you step out of a nice car (see the **Auto Trader** section of this guide for vehicles with high sex appeal). Walk up to the girl to interact with her. If she says anything besides a crack on your appearance, answer positively and she'll accept a date. Soon, a Heart icon will appear on the map. This is the location of her house, where you can pick her up for a date. The following is a list of each of the girls is looking for in a man.

**GIRLFRIENDS' TASTE**

| GIRL | WHAT SHE'S LOOKING FOR |
|---|---|
| **Denise Robinson** | You've got her hooked by rescuing her from the burning apartment, but don't show up to her house without lots of Sex Appeal. |
| **Michelle Cannes** | She likes men with meat on their bones. Spend some time eating fatty foods. You still need a lot of Sex Appeal, though. |
| **Helena Wankstein** | She likes an average man, like you were when you started the game (minimal Fat and 20% Muscle). You need Sex Appeal, too. |
| **Barbara Schternvart** | Barbara likes her men big. Do some eating, but make yourself look nice. You need plenty of Sex Appeal. |
| **Katie Zhan** | She likes muscles with lots of Sex Appeal. |
| **Millie Perkins** | Pose as a Gimp and you've got your first date. Don't show up for a date without lots of Sex Appeal. |

### Sexy Cars

It's always a good idea to step out of a car with lots of Sex Appeal before you try to convince a girl to go out with you. Damage to vehicles lowers their Sex Appeal, so drive carefully on the way to your girlfriend's house.

## Sex Appeal Stats

Sex appeal works similar to Respect. The percentages are as follows:

**SEX APPEAL STATS**

| CATEGORY | CONTRIBUTION TO SEX APPEAL | DETAILS |
|---|---|---|
| Clothes | 60% | Sex appeal is based on the clothes, haircuts, and tattoos you purchase. |
| Vehicle | 40% | Determined by the last vehicle you drove; points deducted for damage to the vehicle. |

### Arrange a Date

Once a girl agrees to go out with you, drive to her home or date location and step into the red marker. Each girl is available for dates at different times of the day, and they still may refuse to go out with you if you don't look a certain way or if you have low Sex Appeal. Random phone call date request will occur, and if you continually ignore your girlfriend, she will eventually dump you and that girl will no longer be available for dating. The following is a list of the times that each girl is available for a date.

**GIRLFRIENDS' DATING AVAILABILITY**

| GIRL | TIME SHE'S AVAILABLE |
|---|---|
| Denise Robinson | 16:00 to 06:00 |
| Michelle Cannes | 00:01 to 12:00 |
| Helena Wankstein | 08:00 to 12:00 and 14:00 to 02:00 |
| Barbara Schternvart | 16:00 to 06:00 |
| Katie Zhan | 12:00 to 00:00 (she works the nightshift) |
| Millie Perkins | 02:00 to 10:00 and 14:00 to 18:00 |

**You Don't Bring Me Flowers—**

Find all the Flower locations on our Unique Attractions maps—40 Flowers dot the San Andreas landscape. Pick some before you begin your date, then whip out the Flowers and face your girlfriend before the date ends. Press the L1 button to surprise her. Use the L1 button to kiss her afterward. Both the kiss and the gift add 1% each to the Girlfriend Progress stat. Experiment with other gifts, as well!

### The Date

The girlfriend lets you know what she wants to do on the date—and you better do it, buddy! She will either request dinner, drinks, dancing, or just to have fun (which usually means drive like a maniac and max out her Fun meter). When dinner is requested, pull up your map and notice all the silverware icons on restaurants that only open for dating. Also, martini glasses appear at establishments that only serve drinks (which some girls like for diner). Locations for all of these fine establishments are marked on our **City Amenities** maps. When dancing is requested, one of three dance locations appear on the map—one club in each big city. You cannot pick a bad dance location; the date will only go badly if you are a bad dancer. For help with dancing, see the **Dancing** section of this chapter; the locations of each city's dance club are also indicated on our Odd Jobs fold-out map.

On a good date, you earn 5% Girlfriend Progress. Add Flowers and a kiss to bump that figure that up two percentage points. You can kiss and give gifts as much as you like on a single date, but they won't help beyond the first attempt. Girlfriend Progress (displayed in percentages) can be viewed in the "Achievements" option under "Stats" in the Pause Menu.

Be hasty. If you don't get the girl to the club or restaurant quickly enough, she will get bored and you'll have to take her home—or if you fail to max out her Fun meter on those "fun" type missions.

**Drive Carefully!**

Take good care of your girlfriend if you intend to keep her around. If she takes too much damage because of your careless driving, you will lose her and she will no longer be available for dating.

# Mod Garages

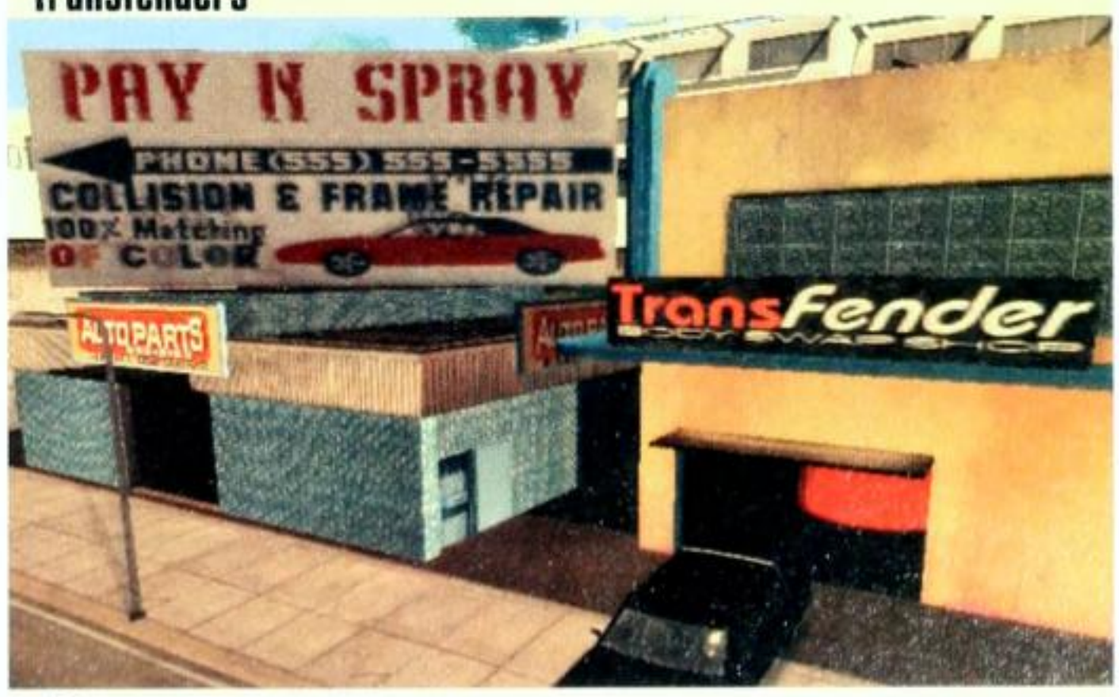
### Details

Want a customized vehicle? No problem. Drop by one of San Andreas's Mod Garages. There are three varieties: Transfenders, Loco Low Co., and Wheel Arch Angels. Transfenders is actually the biggest company, as it has a chain of stores around the state. To locate a Mod Garage, locate the red Wrench icon on the map or radar once the garages are opened.

**Increased Sex Appeal?**

Getting your car modified does not raise its Sex Appeal. See Wang's Auto Trader for Sex Appeal levels on all vehicles.

### Transfenders




**Prerequisite**
Opens upon completion of Cesar Vialpando.

**Location**
There are three Transfenders locations, one in each major city (Temple, Los Santos; Doherty, San Fierro; Come-a-Lot Las Venturas).

## Details

Transfenders is a mod garage that caters to a wide variety of vehicles. They specialize in servicing up to 65 different vehicle types! Check out the "Vehicle" section of this guide to see which cars can be serviced at Transfenders.

Mod Garages only open their doors for vehicles that they can service. Each vehicle is different and the parts and prices are specific to that vehicle. However, there are certain services and parts offered that are the same for each vehicle. The following section summarizes the services available at Transfenders.

## Paint Jobs

These are custom detailed paint jobs offered exclusively to particular types of vehicles. Examples of a custom paint job are flames or murals. Cost: $1000.

### Pay 'n' Spray

Taking a customized painted vehicle into a Pay 'n' Spray will wipe out any customized Paint Job. If you want to keep the paint job, stay out of the Pay 'n' Sprays.

## Colors

You can change the color of a vehicle for a low price. When "Color" is selected, a panel of colors appears on-screen. Use the Left Analog Stick or the D-pad to select a color. Vehicles with stripes or two-tones have two color options: interior and exterior. These are vehicles with the option to change the color of the seats, mostly convertibles.

## Vents

This option, which is vehicle specific, enables you to choose hood vents for a vehicle.

## Hood

This option only appears if a vehicle can be fitted with optional Hood Scoops. These accessories come in various sizes: small, medium and large.

## Exhausts

It's possible to change exhaust types on many cars. Each exhaust type, the offered amount, and pricing is vehicle specific.

## Spoilers

Transfenders can install a variety of rear spoilers to a vehicle. This is a vehicle specific offer.

## Lights

Some vehicles serviced at Transfenders have the Light option. This is where a different style of headlamp or fog light can be acquired.

## Nitro

Each vehicle that Transfenders can service has the Nitro option. Not every vehicle is offered the full menu of Nitrous options (2x, 5x, 10x), though. The more nitrous you choose, the higher the price. The different Nitro options simply reflect the number of times you can use the nitrous speed boost before returning for another installment.

### Using Nitro

Press the Circle button + the X button to fire up the Nitro when driving a car with Nitro installed. This causes blue flames to shoot from the exhaust. The nitro lasts as long as the blue flames extend from the exhaust. You can even come to a compete stop and continue with the remainder of the nitro injection by simply accelerating again. There is a cool-down period required between Nitro doses. Wait for the small blue flames from the previous injection to disperse completely before uses the next Nitro dose.

## Roof

Certain vehicles have the option of a selection of roofs. This includes hardtop, soft top, open roof, and roof scoops.

## Wheels

There are eight different wheel types at Transfenders. All vehicles are offered this option and all of the wheels are the same for each vehicle. The prices range from $620 to $1560.

## Car Stereo (Bass Boost; $100)

All vehicles can have an enhancement to their audio system. The Bass Boost customization increases the low-end sound when the radio is turned on. This kicker costs $100.

## Hydraulics ($1500)

All vehicles have the hydraulics system installation option. The price is $1500. Note that when hydraulics are installed, you lose the ability to manipulate the camera with the Right Analog Stick as this now becomes the control that manipulates the car's hydraulics system.

## Loco Low Co.

**Prerequisite**
Open upon completion of "Cesar Vialpando" mission

**Location**
There's only one location and it's in Cesar's neighborhood in Willowfield, Los Santos

Loco Low Co. is a small mod garage in Cesar's neighborhood that opens for business after completing the mission, "Cesar Vialpando." This shop only caters to Lowriders, so the garage will only open its door for a lowrider vehicle. The following are the cars that Loco Low Co. accommodates: **Blade**, **Broadway**, **Remington**, **Savanna**, **Slamvan**, **Voodoo**, and the **Tornado**.

## Loco Low Co. Services

The lowrider mod shop offers a host of customizations. However, the garage only offers certain services for each type of lowrider. The following is a table of all the services and parts that Loco Low Co. offers:

**LOCO LOW CO. SERVICE MENU**

| SERVICE/PART | PRICE | AVAILABILITY |
|---|---|---|
| **Paint Jobs** | | |
| Paint Job 1 | $500 | Savanna, Remington, Slamvan |
| Paint Job 2 | $500 | Savanna, Slamvan |
| Paint Job 3 | $500 | Slamvan |
| **Colors** | | |
| Color 1 | $150 | All lowriders |
| Color 2 (interior) | $150 | Savanna, Broadway, Tornado |
| **Roof** | | |
| Vinyl Hardtop | $3340 | Blade |
| Convertible Roof | $3250 | Blade |
| Hardtop | $3380 | Savanna |
| Softtop | $3290 | Savanna |
| Roof 1 | $3000 | Broadway |
| Roof 2 | $2000 | Broadway |
| **Front Bumper** | | |
| Chromer Bumper | $1000 to $2200* | All lowriders, except Voodoo |
| Slammin Bumper | $900 to $2180* | All lowriders, except Voodoo |
| **Rear Bumper** | | |
| Blade Rear Bumper | $2150 | Blade |
| Chromer Bumper | $500 to $2130* | All lowriders, except Voodoo |
| Slammin Bumper | $500 to $2095* | All lowriders, except Voodoo and Blade |
| **Exhausts** | | |
| Chromer | $500 to $3340* | All lowriders, except Voodoo |
| Slammin' | $500 to $3250* | All lowriders, except Voodoo |

**LOCO LOW CO. SERVICE MENU, CONT.**

| SERVICE/PART | PRICE | AVAILABILITY |
|---|---|---|
| **Side Skirts** | | |
| Wing | $800 | Tornado |
| Chrome Strips | $780 to $1000* | Blade, Savanna, Broadway |
| Chrome Arches (Flame) | $780 | Remington |
| Chrome Arches (Cover) | $780 | Remington |
| Chrome Trim | $780 | Slamvan |
| Wheelcovers | $940 | Slamvan |
| **Other** | | |
| Twin Seats | $940 to $990* | Blade, Savanna |
| Double Seats | $860 to $900* | Blade, Savanna |
| Chrome Grill (Skull) | $940 | Remington |
| Chrome Bars | $860 | Remington |
| Chrome Lights | $1120 | Remington |
| Front Bullbars 1 | $2130 | Slamvan |
| Front Bullbars 2 | $2050 | Slamvan |
| Rear Bullbars 1 | $1610 | Slamvan |
| Rear Bullbars 2 | $1540 | Slamvan |
| **Wheels** | | |
| Classic | $1620 | All lowriders except Voodoo |
| Dollar | $1560 | All lowriders except Voodoo |
| Twist | $1200 | All lowriders |
| Wires | $1560 | All lowriders |
| Trance | $1350 | All lowriders except Voodoo |
| Cutter | $1030 | All lowriders except Voodoo |
| Rimshine | $980 | All lowriders except Voodoo |
| Virtual | $620 | All lowriders |
| Access | $1140 | All lowriders |
| **Car Stereo** | | |
| Bass Boost | $100 | All lowriders |
| Hydraulics | $1500 | All lowriders |
| **Nitrous** | | |
| 2x Nitrous | $200 | All lowriders |
| 5x Nitrous | $500 | All lowriders |
| 10x Nitrous | $1000 | All lowriders |

### Installed Hydraulics

The Hydraulics offered at Loco Low Co. are no different than the Hydraulics that come as standard equipment on some lowriders. Therefore, don't waste any money on a Hydraulic system if your lowrider already has them.

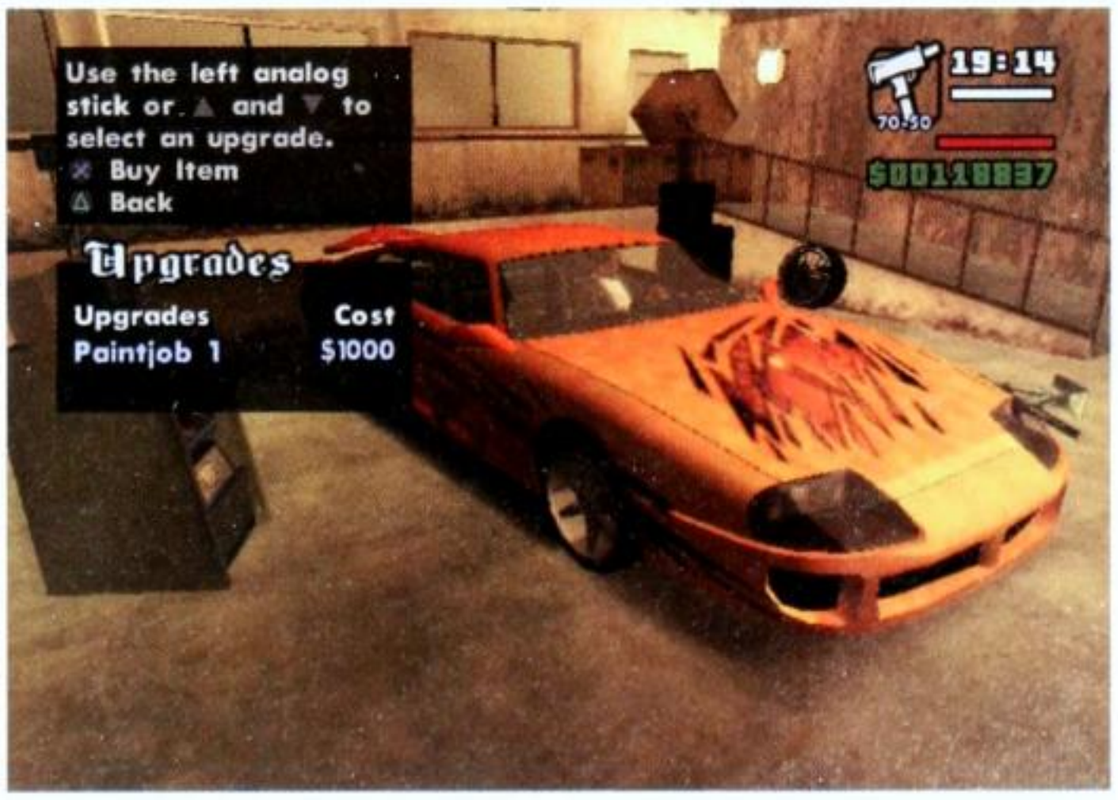
## Wheel Arch Angels

**Prerequisite**
Open upon completing "Zeroing In" mission.

**Location:**
There's only one location and it's in Ocean Flats, San Fierro.

### Details

Wheel Arch Angles in Ocean Flats is a street racing mod garage that only caters to vehicles that can be converted to street racers. Their two major brands are Alien and the lesser expensive X-Flow products. The vehicles that can be serviced at Wheel Arch Angels are: **Elegy, Flash, Jester, Stratum, Sultan,** and let's not forget **Uranus**.



## WHEEL ARCH ANGELS SERVICE MENU

| SERVICE/PART | PRICE | AVAILABILITY |
|---|---|---|
| **Paint Jobs** | | |
| Paint Job 1 | $500 | All street racers |
| Paint Job 2 | $500 | Jester, Uranus, Stratum, Sultan |
| Paint Job 3 | $500 | Jester, Uranus, Stratum, Sultan |
| **Colors** | | |
| Color 1 | $150 | All street racers |
| **Exhausts** | | |
| Alien Exhaust | $710 to $850* | Jester |
| X-Flow Exhaust | $510 to $750* | Jester |
| **Front Bumper** | | |
| Alien Front Bumper | $930 to $1090* | All street racers |
| X-Flow Front Bumper | $840 to $950* | All street racers |
| **Rear Bumper** | | |
| Alien Rear Bumper | $950 to $1200* | All street racers |
| X-Flow Rear Bumper | $510 to $950* | All street racers |
| **Roof** | | |
| Alien Roof Vent | $150 to $250* | All street racers |
| X-Flow Roof Vent | $100 to $200* | All street racers |
| **Spoilers** | | |
| Alien Spoiler | $550 to $810* | All street racers |
| X-Flow Spoiler | $450 to $620* | All street racers |
| **Side Skirts** | | |
| Alien Side Skirts | $450 to $670* | All street racers |
| X-Flow Side Skirts | $350 to $530* | All street racers |
| **Wheels** | | |
| Cutter | $1030 | All street racers |
| Rimshine | $980 | All street racers |
| Mega | $1030 | All street racers |
| Grove | $1230 | All street racers |
| Switch | $900 | All street racers |
| Shadow | $1100 | All street racers |
| Classic | $1620 | All street racers |
| Dollar | $1560 | All street racers |
| Import | $820 | All street racers |
| Atomic | $770 | All street racers |
| **Car Stereo** | | |
| Bass Boost | $100 | All street racers |
| Hydraulics | $1500 | All street racers |
| **Nitrous** | | |
| 2x Nitrous | $200 | All street racers |
| 5x Nitrous | $500 | All street racers |
| 10x Nitrous | $1000 | All street racers |

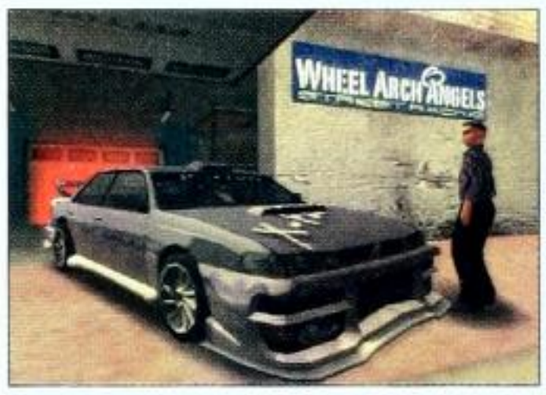
The hot customizations from Wheel Arch Angels are dazzling. You can turn the conservative Stratum into a flashy street racer that will be the envy of all soccer moms! Check out these cool customizations (see pictures).

**Jester**

**Flash**

**Uranus**

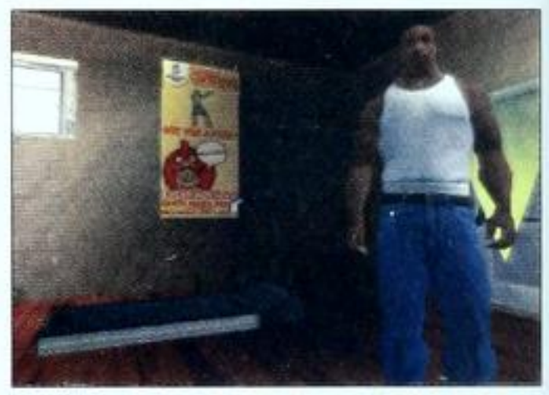
**Stratum**




**Sultan**

**Elegy**

# Triathlon Races



There are two "Beat The Cock!" triathlon races in Los Santos. The reason this mission has such a peculiar name is because one of the toughest competitors is dressed in a Cluckin' Bell Chicken uniform. You may have seen an advertisement for the event in the Gym— did you? One event takes place on the Santa Maria Beach near the light house and the other is on the small beach near the dock in Fisher's Lagoon (just southwest of Palomino Creek). Step into the red markers that only appear on theses beaches on Saturdays and Sundays. You should only take these challenges once you have a good amount of Stamina and a high Cycling Skill.

### Santa Maria Beach: Beat The Cock!

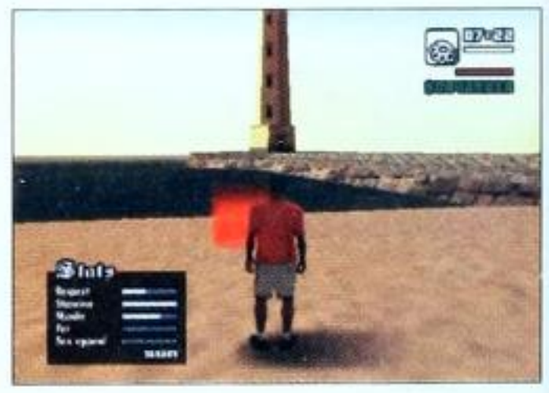
**Prerequisite**
Only available on Saturdays and Sundays.

**Location**
Santa Maria Beach

**Reward**
$10000

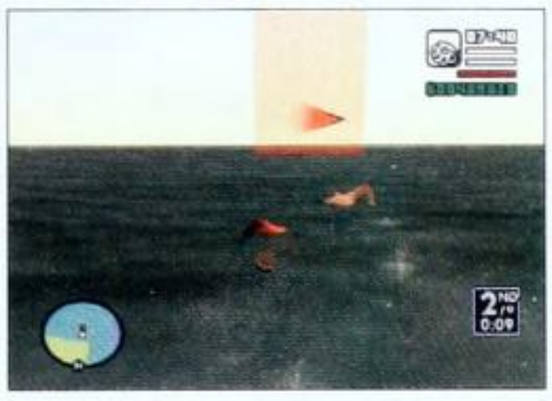
#### Details

Enter the red marker on the shoreline of Santa Maria Beach, just east of the lighthouse, to take part in a Triathlon Race. The race is against eight other competitors and CJ's position is illustrated on the race monitor in the bottom-right corner of the screen.



## Swimming

Enter the water and swim to the first red marker. Tap repeatedly on the X button to swim as fast as possible through the ocean markers. If CJ wears out, just hold the X button for a steady stroke that's keeps him moving faster than not holding the X button. The checkpoints appear as red blips on the radar, and each red marker has an internal arrow pointing in the direction of the next checkpoint.




## Biking

After clearing the last water marker, you have 25 seconds to get on a bike (if not, you're disqualified). Run up the beach and hop onto the Mountain Bike with the blue marker over it. Use the radar while racing up the road through the checkpoints.

The bike portion of the race goes through Back O' Beyond, then off-road through Flint County and into Whetstone and Angel Pine, at which point the race returns to paved roads. You'll pass under Mount Chiliad through the road tunnel and pedal all the way into Missionary Hill, San Fierro.

Just inside San Fierro, ditch the bike before the timer counts down from 25. The next checkpoint up the road to the right will not become active until you ditch the bike.

Get off the bicycle and run to checkpoint to continue the race
You have 24 seconds to get off your bicycle and start running before you are disqualified.
1ST
4:24

## Foot Race

The last portion is a foot race. Run up the road past the Avispa Country Club, then follow the red markers along the winding road of Missionary Hill. The last marker is at the top of the hill under a tower next to the power plant. First prize is $10000!

## Fisher's Lagoon: Beat The Cock!

**Prerequisite:**
Only available on Saturdays and Sundays

**Location:**
Fisher's Lagoon near Palomino Creek

**Reward:**
$10,000

### Details

Enter the red marker on Fisher's Lagoon beach that appears east of the dock. There are 8 other competitors including a chicken-man. This race is very similar to the one in Santa Maria beach only it's much, much longer and tougher.

Swim through the 9 water checkpoints and get on the near Mulholland. The competition is in really good shape, so you don't have much time to fall off your bike more than a couple times (depending on your Stamina) during the bike course. The bike course is extremely long (approximately 13 minutes).

The course takes you through Hilltop Farm, Blueberry, past Easter Bay Airport, into San Fierro, through Doherty, Downtown, Calton Heights, across the Gant Bridge, through Tierra Robada, through the desert across the Sherman Bridge, through Bone County, and into Las Venturas.

You cruise the highways of Las Venturas and make your way to Redsands East where you have to lose the bike just past the Burger Shot. With whatever energy you have left, run south along The Strip and pass through the final checkpoint near The Four Dragons Casino. If you need to see who's behind you, press the R3 button to look behind. Good luck and get in shape for this one!

Get off the bicycle and run to checkpoint to continue the race
You have 22 seconds to get off your bike and start running before you are disqualified.

# DESERT • Amenities

# chapter 4 The Desert

***The stark desert region of San Andreas is beautiful, but also forbidding and mysterious. Part of the mystery for CJ is the unidentified voice that summons him via phone to a ranch in Tierra Robada. Of course, the abandoned aircraft graveyard up north in Verdant Meadows (an ironic name if ever there was one) adds to the intrigue. Then there's that curious stretch of unmarked land in the heart of the region. It seems that only The Truth, true to his name, can shed light on the shadowy secrets buried there in those dunes!***

## RESTAURANTS

- **Cluckin' Bell** ..... Aldea Malvada ..... **A2**
- **Cluckin' Bell** ..... Octane Springs ..... **A4**

## POINTS OF INTEREST

- **24/7** ..... Fort Carson ..... **B3**
- **Ammu-Nation** ..... El Quebrados ..... **A2**
- **Ammu-Nation** ..... Octane Springs ..... **A4**
- **Hospital** ..... Fort Carson ..... **B3**
- **Hospital** ..... El Quebrados ..... **A2**
- **Police Station** ..... Fort Carson ..... **B3**
- **Police Station** ..... El Quebrados ..... **A2**
- **Bars/Strips**
- **Safehouses**

# Unique Attractions

## UNIQUE STUNT JUMPS

1. **Las Payasadas** • Head east over the tarp-covered dirt pile and jump over the massive chicken. • **A3**
2. **Las Payasadas** • Hit the steps to the overlook while going south; must successfully land this one. • **A3**
3. **Verdant Meadows** • Speed up the westernmost plane's wing going northeast. This should enable you to clear the plane to the northeast. • **A4**
4. **Arca Del Peste** • Head west along the wooden path and over the canyon river. A motorcycle is the best option here. • **A3**
5. **Valle Ocultado** • Hit the ramp against the wall of this shack. The jump is a success even if you land in the water; find the nearby beach to exit from the water. • **A3**

## OYSTERS

1. **Gant Bridge** • Between the Gant Bridges Northern most support and a cliff. • **A1**
2. **Tierra Robada** • East of the Bayside lighthouse by a rocky outcrop. • **A2**
3. **Tierra Robada** • Hidden from view by a small roadside wall. North of the San Fierro Docks. • **B2**
4. **Valle Ocultado** • End of a jetty at this lakeside house. • **A3**
5. **Tierra Robada** • Under wooden bridge to the Northwest of the Sherman dam. • **A3**
6. **Sherman Dam** • Under the west control tower of the Dam. • **A3**
7. **Tierra Robada** • Under the metal bridge just South of Las Barrancas. • **B3**
8. **Tierra Robada** • Small tributary leading into San Fierro Bay, West of Toreno's House. • **C3**
9. **Tierra Robada** • Under the water in this boat shed at Toreno's House. • **C3**

# Security Services

## WEAPONS

1. **Grenades** • Bayside • Alleyway entrance between shops. • **A1**
2. **Mystery Weapon** • Bayside • **A1**
3. **Desert Eagle** • Bayside Marina • In walled backyard corner of posh house. • **A1**
4. **Katana** • El Quebrados • Behind a building amongst mobile homes near the northernmost road. • **A2**
5. **MP5 lng** • El Quebrados • Behind a building. • **A2**
6. **Heat Seeking RPG** • Aldea Malvada • Tierra Robada borderline; behind the largest ruins structure (10 rounds). • **A2**
7. **Chrome Gun (Shotgun)** • Valle Ocultado • On the lodge's pier. • **A3**
8. **Fire Extinguisher** • Valle Ocultado • Beside the pumpless gas station. • **A3**
9. **AK47** • Tierra Robada • Near front door of camper in small trailer park. • **A3**
10. **Brass Knuckles** • Las Payasdas • Behind small building on the corner. • **A3**
11. **Parachute** • **A3**
12. **Knife** • El Castillo Del Diablo • Between pens at the snake farm. • **A4**
13. **Micro Uzi** • Verdant Meadows • Inside furthest west fuselage (end of runway) from main airfield buildings. • **A4**
14. **M4** • Area 69 • Behind southwest guard tower inside Area 69 compound. • **A4**
15. **Minigun** • Area 69 • **B4**
16. **Parachute** • **B3**
17. **Desert Eagle** • Lil' Probe Inn • Behind the middle solar panel in the trailer park. • **B4**
18. **Colt 45 (9mm)** • Tierra Robada • Under west railroad bridge support (hidden from the road view). • **B3**
19. **Molotov's** • Fort Carson • Behind the liquor store. • **C3**
20. **Chrome Gun** • **C4**
21. **Shovel** • Hunter Quarry • In front of the packing crate in the mud pile. • **C4**
22. **Chainsaw** • Hunter Quarry • On first tier of rock crusher machine behind cylinder. • **C4**
23. **Parachute** • Gant Bridge • On top of the highest bridge support. • **B1**

## BODY ARMOR

- **Bayside** • On beach. • **A1**
- **Las Payasdas** • Between huts at the USJ. • **A4**
- **Valle Ocultado** • On roof behind the Pecker's Feed and Seed sign. • **A3**
- **Verdant Meadow** • In an aeroplane fuselage. • **A4**
- **Area 69** • Top of a guard tower. • **B4**

## PAY 'N' SPRAY

- **El Quebrados** • **A2**
- **Fort Carson** • **B3**

## FLOWERS (5 of 40)

- **Las Brujas** • In front of headstone. • **A3**
- **Sherman Dam** • In front of monument. • **B3**
- **Tierra Robada** • Next to Gas Station toilets. • **A2**
- **Tierra Robada** • Back of bungalow. • **A2**
- **Bayside** • In front garden. • **A1**

new mission strand

# THE TORENO STRAND

**Cash Available in Strand:**
$22,000

Having had his Crack Syndicate brought to an untimely end, Mike Toreno has done some research on the guy that did the damage. Now he's convinced that CJ might be just the man to do some heavy lifting for him, and he's found a compelling way to buy CJ's skills—using CIA connections to get CJ's brother Sweet out of jail. But first Toreno has to tweak CJ's interest—and make sure he's worthy.

TORENO mission 1

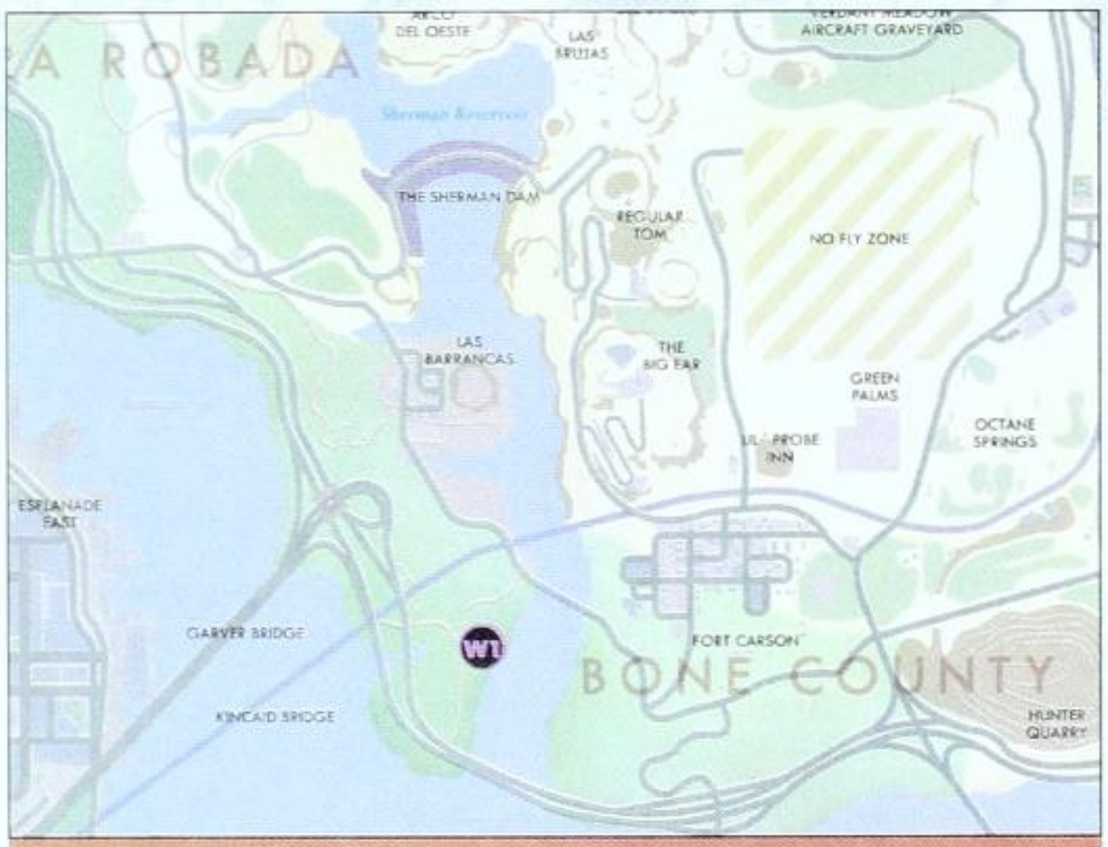
# Monster

**New Vehicle Introduced:**
Monster Truck

**Cash Gained:**
Up to $5000 (depends on time)

## the story

***Drive up to Tierra Robada County, following the "?" icon to the sprawling ranch house. When you step into the red marker, a couple of mechanics walk out to work on a monster truck. A voice over a loudspeaker welcomes CJ, challenging him to a driving test "to see what you're made of."***




**W1 Mystery ranch**

A worker brings out another monster truck and explains the challenge: A timed drive over a course marked by map coordinates. These coordinates, of course, appear as the familiar red column checkpoints. Lose the truck and you fail. You must finish the course of 35 checkpoints within a time limit of 6:50.

### Use Your Radar

Remember that the next checkpoint always appears as a red blip on your radar. This is particularly useful on a course that cuts across the terrain without following obvious roadways.

### Drive the Course

Get in the monster truck and drive to the first checkpoint, just ahead on the road. Note that each new checkpoint appears as the red blip on your radar. Succeeding checkpoints often appear well off the road, sometimes in rugged terrain.

### Go 4-by-4

For tough off-road driving and sharper cornering, hold down the R1 button to activate 4-wheel steering.

### Stay Upright!

Keep an eye out for ravines, arroyos, and gullies along the route. If you turn the truck over, chances are it will catch fire and explode.

When you finally reach the 35th checkpoint in under 6:50, you get ranked. The best time on the list is a smokin' 4:45! You're told the boss will be in touch. We recommend you turn right and use the nearby Save Game disc to save your progress. CJ then gets another phone call from Mystery Man, who promises to explain everything. Go around to the front of the ranch house and step into the red marker to trigger the next mission.

TORENO mission 2

# Highjack

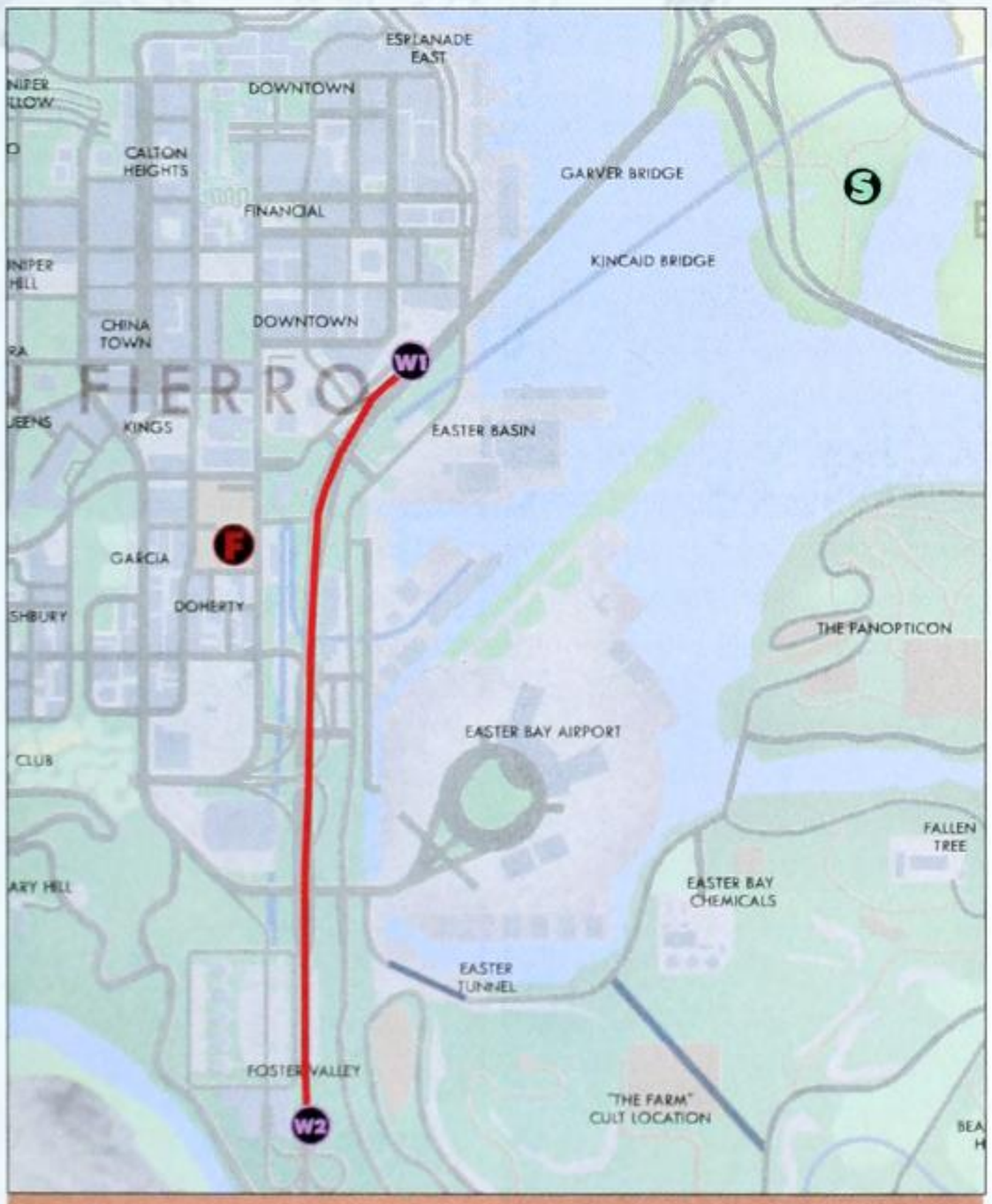
**Accomplice:**
Cesar

**Cash Gained:**
$7000

## the story

***The mysterious "boss" introduces himself to CJ. Surprise! It's Mike Toreno. His story is not quite what CJ expected, though. Toreno says he's working for a government agency, battling threats in Latin America "by any means necessary." He claims his drug-dealing is merely a means of gaining money and contacts. He sketches his vision of hell if his work fails: "Communism in Ohio! People sharing! Nobody buying stuff! That kind of bull..." It's hard to imagine a bleaker picture of America.***

***Toreno says he needs a guy like CJ to do "things I can't get caught doing." He asks him to commandeer a truck being used by a rival agency. It's a two-man job, and Toreno suggests you use Cesar as a partner.***




## Directions

### Use Bike to Take Cesar to the Truck

Hop aboard the PCJ-600. Cesar climbs on back. The truck (marked by the red radar blip) is on the free-way in San Fierro just across the Garver Bridge, heading south to Foster Valley. Speed north from the ranch to the bridge and race across toward the awesome cityscape in the distance.

### Pull Alongside Truck

When you reach the rig, pull up to the cab along its left hand side so Cesar can prepare to jump across onto the trailer. When you get close, hold the bike level and match the truck's speed. (Cesar will give you these directions, too!) As soon as Cesar crouches on the bike, ready to jump, nudge just a bit closer to the truck.

### Make Jump Before Foster Valley!

If the "Foster Valley" freeway exit sign passes overhead before Cesar makes the jump across to the truck, you fail the mission. If Cesar gets across to the cab in time, he takes control and halts the truck. (Its overhead marker turns from red to blue.)

### Drive Truck Back to CJ's Garage

Get into the truck and drive it to your garage in Doherty. When you arrive, save your game, grab a car, and head back to Toreno's ranch—the "?" has now changed to a "T" on your radar.

TORENO mission 3

# Interdiction

**New Vehicle Introduced:**
BF Injection

**Cash Gained:**
$1000

## the story

***CJ walks in on Toreno, who speaks via radio in some sort of bizarre (and amusing) code. Toreno wants a favor, and tells CJ the exact nature of Sweet's current incarceration—up state, D wing, Cell 13, with nasty neighbors on either side. CJ also learns that Tenpenny and Pulaski were responsible for the death of Officer Pendelbury, who was trying to expose their operation. No surprise there.***

***Toreno's favor requires CJ to take a dune buggy up onto a desert hilltop and set off a flare to guide in a helicopter. The chopper carries, as Toreno puts it, "some precious cargo that needs collecting."***

## Directions

### Go to El Castillo del Diablo (Desert)

Take your BF Injection dune buggy and follow the yellow radar blip north through Las Barrancas, clear up to El Quebrados, then east across the bridge. When you reach Valle Ocultado, take a right onto the paved road that veers south and curves around along the red cliffs of El Castillo del Diablo. Next, find the gap in the cliffs on the right hand side of the road where a narrow dirt road runs to the dusty ghost town of Las Brujas.

When you finally arrive, walk into the red marker to get an irritated radio message from Toreno via a transmitter near an old cabin. He tells you to choose a vehicle, grab the provided equipment, and get uphill to the drop zone to wait for the package delivery.

## Get Rockets and a Vehicle

Pick up the spinning Rocket Launcher (green blip on your radar) near the front porch, then select the Bandito, the Sanchez, or the Quad. Drive west, following the road out of town. Track the new yellow radar blip up to the red marker atop a rugged rock arch, the Arco del Oeste.

**Use Your Camera**

**The Arco del Oeste can be tricky to find. It's easy to miss the red destination marker as you drive toward it up the rough road—it's directly atop the arch. Stop occasionally and swing the camera view around to look for the distinctive rock formation. Once you spot the arch, you can easily find your way up.**

When you drive into the marker, CJ automatically sets the flare. As the contraband helicopter approaches, two spy agency copters suddenly appear to intercept. Toreno orders CJ to shoot them down and protect the cargo at all costs.

## Protect Contraband Helicopter from Spooks

Face the attack copters and wield your Rocket Launcher. The health bar for your contact helicopter appears onscreen. Fire away at the red-marked spy helicopters, which start to drop agency spooks to the ground! Don't shoot the choppers when they're above you; they'll crash on top of or next to you. Now you face attackers by air and on foot. Stay alert! Two more agency choppers soon join the fray.

**Three in One**

**If you destroy an agency helicopter before it can drop its squad, you eliminate the spooks, too. Plus, you can pick up the assault weapons/ammo and money they drop!**

Sling rockets to knock the 'copters out of the sky before they can destroy the contraband helicopter. If spooks drop safely, you can hustle to nab the AK-47 in one of the dilapidated shacks on the rounded plateau across the arch. Use it to decimate any enemy ground troops.

**Have a Heart**

**Don't miss the Health power-up tucked inside the shack near the radio transmitter. Nab the Parachute pack, too.**

## Track Down the Contraband

When the final agency chopper goes down, your contact helicopter swoops in and drops something via parachute. Hop onto your vehicle and follow the green radar blip to find the drop. (You can use the Seasparrow helicopter floating just offshore, too—if you know how to fly it, of course.) To the north of the pickup is a conveniently placed Seasparrow. The search leads you across the desert and through an eerie aircraft graveyard in Verdant Meadows. You find the package lying conveniently next to another radio transmitter in a rocky ravine just north of the graveyard.

## Deliver Contraband to Hideout

Grab the package to trigger the last order from Toreno: Get the package back to Las Brujas. Get in your vehicle and follow the yellow blip on the map. This leads you back to Las Brujas, where you picked your off-road vehicle. Ride into the red marker in the garage to complete the mission. The "T" icon reappears on the map. Follow that back to Toreno's ranch house.

**BBB TRAVEL TIPS**

WHEN PLANNING A ROAD TRIP, KNOW YOUR ROUTE. IT HELPS TO PLOT YOUR COURSE ON A MAP.

PRESS **START**, THEN SCROLL OVER TO **MAP**. TURN THE LEGEND ON/OFF WITH THE **X** BUTTON. ZOOM IN/OUT WITH THE **L2/R2** BUTTONS. MOVE THE TARGET ON THE MAP AND DROP A NAVIGATIONAL WAYPOINT NEAR YOUR DESTINATION WITH THE **O** BUTTON. IT WILL APPEAR ON THE RADAR. TURN OTHER MAP ELEMENTS (GANG TERRITORY, MISSION LOCATIONS AND CONTACTS, ETC) OFF BY HOLDING THE **R1** BUTTON.

MAKE SURE YOUR CAR IS IN TOP CONDITION!

TORENO mission 4

# Verdant Meadows

**New Property Gained:**
Airstrip

the story

***Toreno is impressed with CJ's work. He wants to assign some tougher missions, but CJ needs more flying experience. The government is selling some "property" (an abandoned airstrip) out in the desert; Toreno wants CJ to buy it and start pilot training.***

**S** Toreno's ranch
**F** Airstrip tower

## Directions

### Go to Abandoned Airstrip and Buy It

Drive your vehicle to the property icon (a green house) on the map. It's a long haul. Head east over the bridge and past Fort Carson on your right. Continue northeast through Octane Springs and then north through the open desert of Bone County. When you reach the airstrip, step into the spinning green house icon and press L1 to purchase the property for $80,000. If you don't have the cash for this, you should try these minigames.

Now you can go through the front door (ground level) into the living quarters (called "Abandoned AC Tower"), where you can use the save game disk.

Walk around back and climb the stairs to the second floor office, where you find a red marker near a TV. Normally, this triggers the training missions of the Pilot School. But the first time you enter the marker, you get a cell phone call from Toreno. He explains that he's set out a series of flight tests that you can access via the TV in the office.

### NEW MISSION STRAND OPEN!

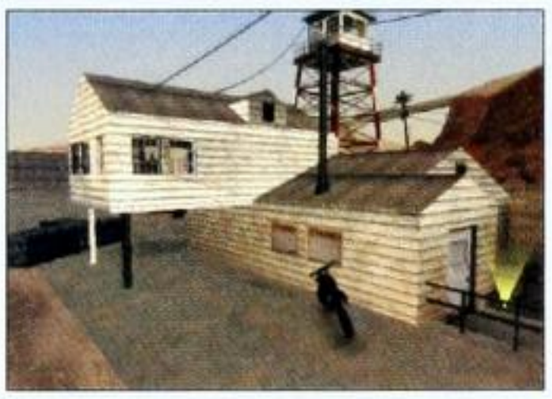
***Completing the Verdant Meadows mission opens up the Airstrip strand and its first mission, Learning to Fly.***

new mission strand

# THE AIRSTRIP STRAND

**Cash Available in Strand:**
$15,000

***Now that you own an airstrip, you have a base of operations for pilot training. The first time you step into the red marker in the airstrip's upstairs office, CJ gets a cell phone call from Toreno. The boss insists that CJ learn how to fly, especially if he wants his brother free.***



AIRSTRIP mission 1

# Learning to Fly

**New Gameplay Elements Introduced:**
Flying planes and helicopters, using a parachute

**New Vehicles Introduced:**
Rustler, Hunter

**Respect Gained:**
5

**PREREQUISITE NEEDED!**

***This mission is available only after you complete the Verdant Meadows mission in which you purchase the airstrip.***

***After Toreno's first phone call, you can start the pilot training. To access the first flight test, just step into the red marker in front of the TV set. There you can view a demo of each test before you give it a go. Complete a total of 10 tests with Bronze Awards or better to pass the mission.***

**Airstrip tower**

## Directions

### Complete "Takeoff" Flight Test

The first flight test in the training series is, naturally, learning how to take off. Simply follow the onscreen directions. Press and hold the X button to accelerate down the runway. When the plane's tail rises, pull back on the Left Analog Stick to lift the nose and take off. Press the R3 button to retract the landing gear.

Use the Left Analog Stick and the Accelerator button to fly through a series of three red coronas (rings) lined up directly ahead of you. If you complete the short course successfully, you get a Certificate Award and gain access to the next training test, Land Plane.

### Complete All Nine Remaining Flight Tests

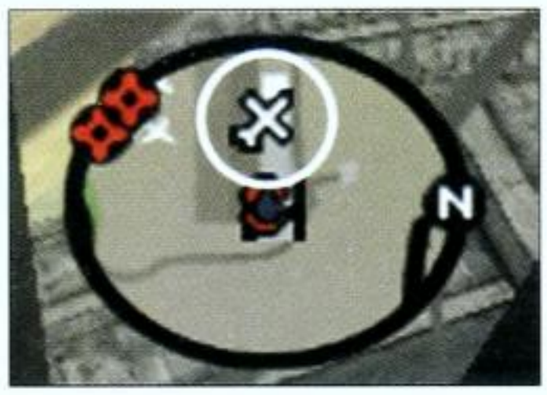
Proceed through the series of tests, following the onscreen instructions as you learn how to land a plane, circle an airstrip, circle an airstrip ***and*** land, helicopter takeoff, land a helicopter, destroy targets with a helicopter, loop the loop with a biplane, barrel roll with a biplane, and finally, parachute onto a target. When you successfully earn certificates for all 10 tests, you pass the mission and become a licensed pilot with full access to all airports.

# DESERT • Airstrip

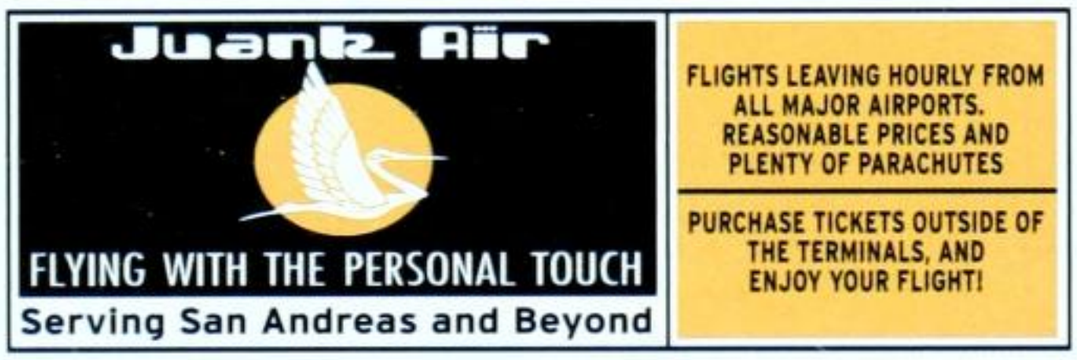
### School in Session

For a review of basic flight controls and more tips on flying, see the ***Flight School*** section in our ***Odd Jobs*** chapter. Remember that you can return to airstrip's Flight School anytime between missions and try for higher scores in any of the flight tests. Complete these tests and you earn enough Flying Skill to get a pilot's license with which you can access all airports.

### New Contact Point



After you pass Pilot School, a new airplane icon appears on your radar. It leads you from the airstrip office and down the runway to a red marker in front of the nearest big hangar. That marker is now your contact point for the remaining missions in the Airstrip strand. Step into the red marker to trigger the next mission in the strand.


Juank Air
FLYING WITH THE PERSONAL TOUCH
Serving San Andreas and Beyond
FLIGHTS LEAVING HOURLY FROM ALL MAJOR AIRPORTS. REASONABLE PRICES AND PLENTY OF PARACHUTES
PURCHASE TICKETS OUTSIDE OF THE TERMINALS, AND ENJOY YOUR FLIGHT!

### Cell Phone Call: Woozie

Soon after you pass all 10 flight tests, Woozie calls with a little business proposition. He invites CJ to come see the setup at the Four Dragons Casino in Las Venturas. When he hangs up, the yellow Four Dragons Casino icon appears on the radar. You are free to go there now if you want, but you still have plenty of desert-based flying fun ahead of you here at the airstrip.

### NEW MISSION STRAND OPEN!

***Completing the Learning to Fly mission and then receiving the cell phone call from Woozie opens up the Casino mission strand in Las Venturas (see Chapter 5: Las Venturas) and its first mission, Fender Ketchup.***

### NEW ODD JOBS AVAILABLE!

***Completing Learning to Fly opens access to the Pilot School odd jobs. Come back between missions to the upstairs office at the Airstrip to retry the flight tests and improve your skills as a pilot and unlock some airplanes that will spawn in the hangars at the airstrip. For more on this, see the Pilot School section of our Odd Jobs chapter.***

## AIRSTRIP mission 2

# N.O.E.

**Cash Gained:**
$15,000

the story

***After you pass all 10 flight tests in Learning to Fly, walk into the red marker in front of the hangar to trigger another surprise "greeting" from Toreno. (He seems to enjoy that, doesn't he?) He gives CJ a new mission. Some of his agency's field operatives are in trouble and need high-tech equipment delivered, pronto. Toreno warns CJ to keep his plane low, under the radar. Get too high and air defenses will respond.***

## Directions

### Fly Low to Angel Pine

Get into the Rustler and take off. Your destination is in Angel Pine. The best way to do this mission is not to follow Toreno's advice. Instead, fly north to the ocean and stay low over the water until you reach Angel Pine (flying west, then south). Turn east to hit the drop-off point, then get back over the water and head north until you're near the airstrip. No obstacles, no muss, no fuss. You have 10 minutes to complete the mission; an onscreen timer starts counting down from 10:00 when you climb aboard. A Visibility indicator bar also appears onscreen. The longer you fly above the radar limit, the more your Visibility bar goes up. If the bar rises to full, enemy radar locks onto your position and triggers an air defense response.

**S** Airstrip hangar

**F** Drop zone (red corona)

### Harried by Hydras?

If you get a missile-firing Hydra jet on your tail, dive down as low as possible. If you can fly below radar limit for a few seconds, the Hydra may lose sight of you. Keep an eye on the radar if you are seen, because missiles show up on the radar. If you get shot at, dive as sharply as possible so they miss you.

## Fly Into Corona to Trigger Drop

Look for the big red ring in the sky above the tiny town and fly through it. This triggers the equipment drop.

## Return to Airfield

Return to your airstrip, now marked by the yellow blip on the radar. Practice the same radar-evasion techniques—stay low, follow waterways and canyons, dive under bridge spans, avoid flying over hills and peaks.

## Bring Plane to a Stop Anywhere on the Landing Strip

Remember your pilot training? Lower landing gear. Nose down gently onto the runway with the red marker and press Square to brake to a stop.

### Cell Phone Call: Catalina

Shortly after you exit the airplane, CJ gets a quick phone call from the always-pleasant Catalina. She don't love you anymore, ***idiota!***

### How the Visibility Bar Works

Watch for the onscreen message, "Above radar limit!" When you see that, the Visibility bar starts to rise. When the bar fills up, you've been detected, which triggers an air defense response (two Hydra jets).

Fly low to avoid radar detection and listen to Toreno's advice: Use the canyon for cover! Right after takeoff, bank slightly left and fly down the narrow canyon to block detection by the nearby radar site, then continue on south by southeast, skimming treetops and rooftops until you approach Angel Pine.

BROWN STREAK
RAILROAD
GO FOR THE BROWN

Afraid to fly?
Don't miss out
on the breath taking landscapes
of San Andreas.
Don't wait call now to hear
our special package deals.
Go for the brown.
Call for Reservations

AIRSTRIP mission 3

# Stowaway

**Weapon Obtained:**
Remote Explosives

**Cash Gained:**
$20,000

## the story

***Walk into the red marker next to the hangar at the airstrip. CJ hears something approaching and hides as a huge cargo plane lands on the airstrip. Three government trucks drive up and start loading boxes into the plane's cargo hold. Armed guards oversee this work. CJ assumes that Toreno is up to no good, as usual.***

***But then Toreno himself creeps up to the hiding spot. He blames "traitors from another department" for stealing a consignment of land mines which they plan to offload in the Middle East. He says CJ has clearance from "the Big Guy" to eliminate these guys. Your job: Plant a bomb in the cargo plane.***

**Airstrip hangar**

## Directions

### Drive Bike Up Plane's Ramp Before Take-off

Stealth is out of the question. So this situation calls for some creativity. Your directions are to ride the nearby motorbike up the plane's ramp, plant the bomb inside, and get off the plane safely before it explodes. Sounds crazy, doesn't it? CJ automatically mounts the bike. Accelerate!

**A Plane Approach**

Stay wide right as you chase down the cargo plane to avoid the boxes tumbling out of its cargo hold. Wait to veer toward and up the hanging ramp until you're nearly even with it.

When the pilot detects your intrusion, he starts his take-off with the cargo ramp still hanging down from the rear of the fuselage. Chase full speed after the plane, dodging the three guards and the boxes that tumble out of the plane's cargo hold. When you catch up to the ramp, zoom straight into the plane.

**Riding Technique**

Lean slightly forward on the bike to get that extra bit of speed if you're having trouble catching the plane. Using weight-shifting to shift CJ's weight forward makes him more aerodynamic, achieving greater

Once CJ gets aboard, a rolling barrel knocks the motorbike out of the plane. Then a guard issues a challenge, and we see CJ armed with a Satchel Charge!

### Kill Guard and Take His Parachute

Of course, you don't want to blow up the plane. You need the armed guard's parachute for escape. Reaching him is tricky, though. Barrels roll down the length of the fuselage every few seconds. Time your run up the fuselage, ducking into side alcoves when barrels roll, and beating up the plane's crew along the way. When you finally reach the front of the plane, take out the last few crewmen and nab the parachute.

### Use the Satchel Charge to Destroy the Plane

Arm yourself with the Satchel Charge and plant it anywhere on the plane. Walk to the very end of the ramp that hangs open at the back of the plane. Detonate the satchel and jump off the ramp into a freefall, equipping your parachute as you do so. Enjoy the fall for a while as the plane crashes, then open your 'chute and drift down to earth. Head back to your airstrip.

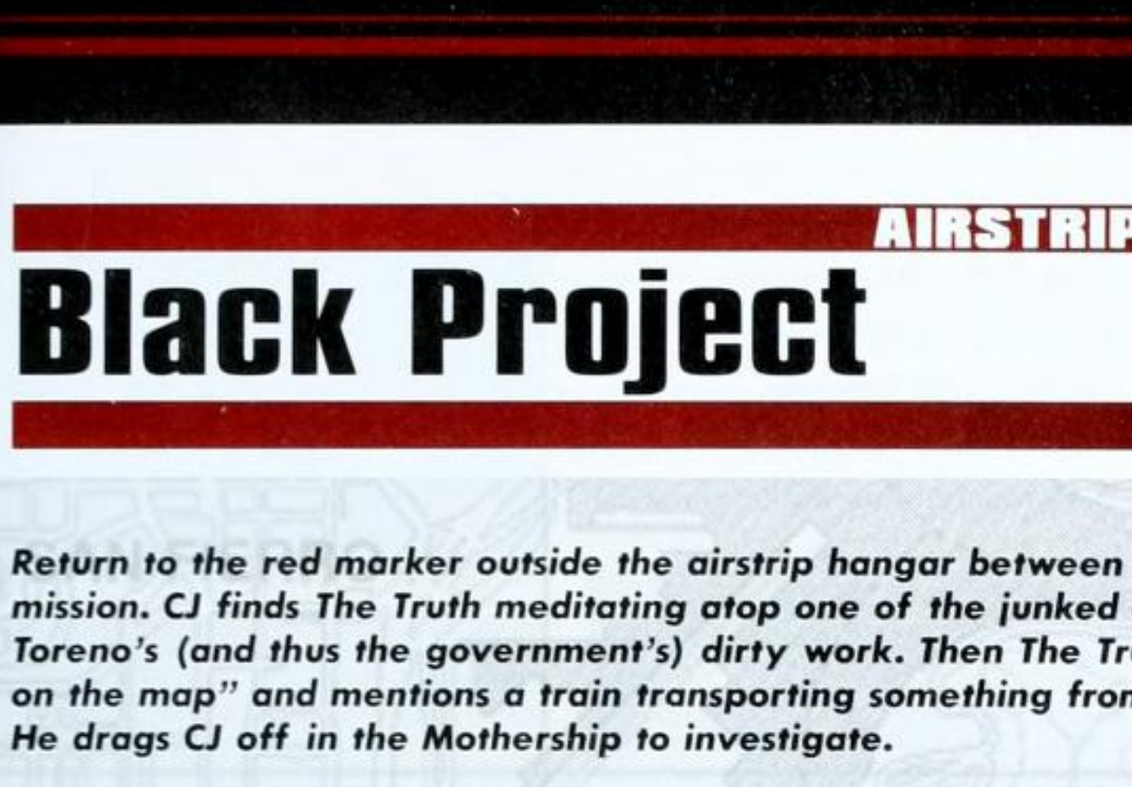
AIRSTRIP mission 4

# Black Project

**New Vehicle Introduced:**
"Jet Pack"

**New Weapon Introduced:**
Thermal Goggles

***Return to the red marker outside the airstrip hangar between 20:00 and 6:00 for this night mission. CJ finds The Truth meditating atop one of the junked aircraft. He upbraids CJ for doing Toreno's (and thus the government's) dirty work. Then The Truth refers to "a place not even on the map" and mentions a train transporting something from a nearby secret research lab. He drags CJ off in the Mothership to investigate.***




- **S Airstrip**
- **1 Open gate**
- **2 Control tower**
- **3 Blast doors**
- **4 Vent**
- **5 Drop off point**

### Body Armor

Look for free Body Armor hidden inside one of the junked fuselages at the aircraft graveyard. Body Armor is also available directly in front of the user after entering the Restricted Area compound.

## Directions

### Find a Way Into Underground Labs

The easiest way into the Area 69 bunker complex is through the blast doors. To open these go to the control tower.

The Truth gives CJ some Thermal Goggles and drops him off outside the main gate of Area 69, a top-secret military installation out in the desert. Your ultimate goal is to snatch a "Black Project" item stored in an underground research lab. However, a massive blast door at the bottom of a sunken ramp blocks access to the lab. The blast door switch is in a nearby control tower.

The area is heavily guarded, and multiple spotlights sweep the yard. If you linger in the light too long or shoot out more than two spotlights, you will be spotted. If this happens, the blast doors get locked down and you must find an alternate route into the lab—an air vent. As if all that wasn't enough, you have only until 5:30 to gain entry to the labs!

### Radar Red

Use your radar to detect approaching guards—the red blips on the map.

### Snipe From the Gate

The yellow radar blip marks the control tower's location on the map. Move toward the complex and stop a short distance from the front gate. Pick off as many guards as you can with your Sniper Rifle. Use your Thermal Goggles to spot hard to see targets. (They glow red in the goggles.) Shoot out the spotlight just above and to the right of the entry gate.

### If Spotted...

If a spotlight catches you moving across the yard, the complex goes on "Condition Blue," a heightened state of alert, and the lights go on tracking mode. Duck into shadows for a while until the searchlights stand down from Condition Blue. If the spotlights find you again before the alert ends, the base goes Condition Red and a lockdown disables the control tower.

### Snipe From the Guard Tower

Step inside the gate, and turn right. See the guard tower just ahead? Approach it and climb stealthily up the stairs. Knife or gun down the guard on the first landing, then continue up to the top. Whip out your Sniper Rifle and start picking off more patrolling guards. Again, switch to Thermal Goggles to target the bright red blips pacing the complex.

# DESERT • Airstrip

Descend the tower, then crouch and move along inside the perimeter fence to the southwest corner. Turn left and look down the next fence line; you're now facing east and can see the control tower. (This might be a good place to shoot out the light just above you in the southeast corner.) Slink toward the control tower and climb the stairs up into the control room. Don't let the lights catch you!

## Get Through the Blast Door

Step into the red marker to see a cinematic of the blast door opening. The door stays open only a short time, so you must hustle to reach it. To do so, exit the control tower and sprint away from the fence around one of the long buildings just north of the tower. Creep into the center of the complex to the concrete area where a recessed ramp leads down into the ground. Hop down onto the ramp and hurry through the open blast door.

## If Lockdown Occurs, Find the Vent

If you get spotted and trigger a Condition Red lockdown of the control tower, head toward the east side of the compound and hustle over to the southeast corner of the complex, following the yellow radar blip. Find the vent grate in a slightly raised rectangular box and shoot it open, then drop inside. Follow the vent passage to another grate (and a nice Health power-up). Shoot out the second grate, too, then proceed into the labs.

## Find Research Labs

Both entry routes (blast doors or vent grate) lead into the same entry hall. This is the infamous Area 69, a military research facility. The item you seek sits in a lab at the rear of the installation. As you enter, the building goes on Defcon Red Alert, so patrol guards will be wary. The game recommends you use stealth to get past guards and hide in dark areas if spotted, but straightforward violence works, too. Use either approach, depending on your personal style.

Go through the yellow-trimmed door, then move down the corridor into a large room with cranes on ceiling tracks. Turn right and climb the stairs to a platform and nab the Body Armor. Use the platform to gun down the guards below.

Proceed through the exit door and enter the next room, which features red ducts running along the ceiling. Fight across to the opposite doorway, then continue through a side door into a corridor.

## Disable SAM Site

Find the defense control room with a red marker in front of a big green radar scope. Wipe out the personnel and step into the marker to disable a Surface to Air Missile (SAM) site outside. (This helps later.) Backtrack to the room with the red ceiling ducts and head down the stairs from there.

### Floor Prizes

At the bottom of the stairs, you can drop through a hole left by a removed floor grate and find a Health power-up and some Body Armor tucked in a sub-floor passage. Look for more Body Armor scattered in back rooms, as well.

Watch out for two guards pacing under a sign that reads ***Research Section A***. Climb the stairs under the sign and go around the corner into the laboratory area with hallways lined with aqua floor lights.

## Find Keycard

Keep moving and shooting down attackers until you work your way into the central lab. This is where the "Black Project" is being stored. The door to the launch bay won't open without a keycard. Fortunately, there's one nearby. Move through the passage on the left and find the scientist at work. When you approach, he offers you his keycard. Grab it!

### Find the "Black Project"

Walk into the red marker that appears across the room to use the keycard in the security door. When you enter the corridor, you trigger a Code Red with all security personnel being called to the launch bay. Time to fight! Shoot your way past numerous guards as you move and roll down the stairs.

At the very bottom of the shaft, in the center of the bay, you see the Black Project—a gleaming jetpack. ***Spooky!*** Make it your own. CJ automatically straps it on, and guards start pouring into the lab. Quickly Press X to fire up the jetpack and ascend vertically through the overhead blast doors.

**Jetpack Controls**

Press X to ascend vertically and Square to hover. Move the Left Analog Stick in the direction you want to travel. Press R2 to strafe right and L2 to strafe left. You can also fire Uzis while flying—sweet! Press R2 and L2 at the same time to Hover. This allows the free use of R1 to aim and L1 to fire.

### Meet The Truth at Drop-off Point

Jetpack flying can be fun, but not when a SAM site is slamming rockets into you. (If you didn't disable the site inside the facility, you take some devastating hits before you get out of range.) Fly northwest, following the yellow blip toward the Arco del Oeste. Land in the red marker. The Truth congratulates you, takes the jetpack, and drives away in the Mothership, leaving you stranded in hell. Thanks, man.

**Sanchez**

There is a Sanchez nearby to help you trek back to the Airstrip.

**Cell Phone Call: The Truth**

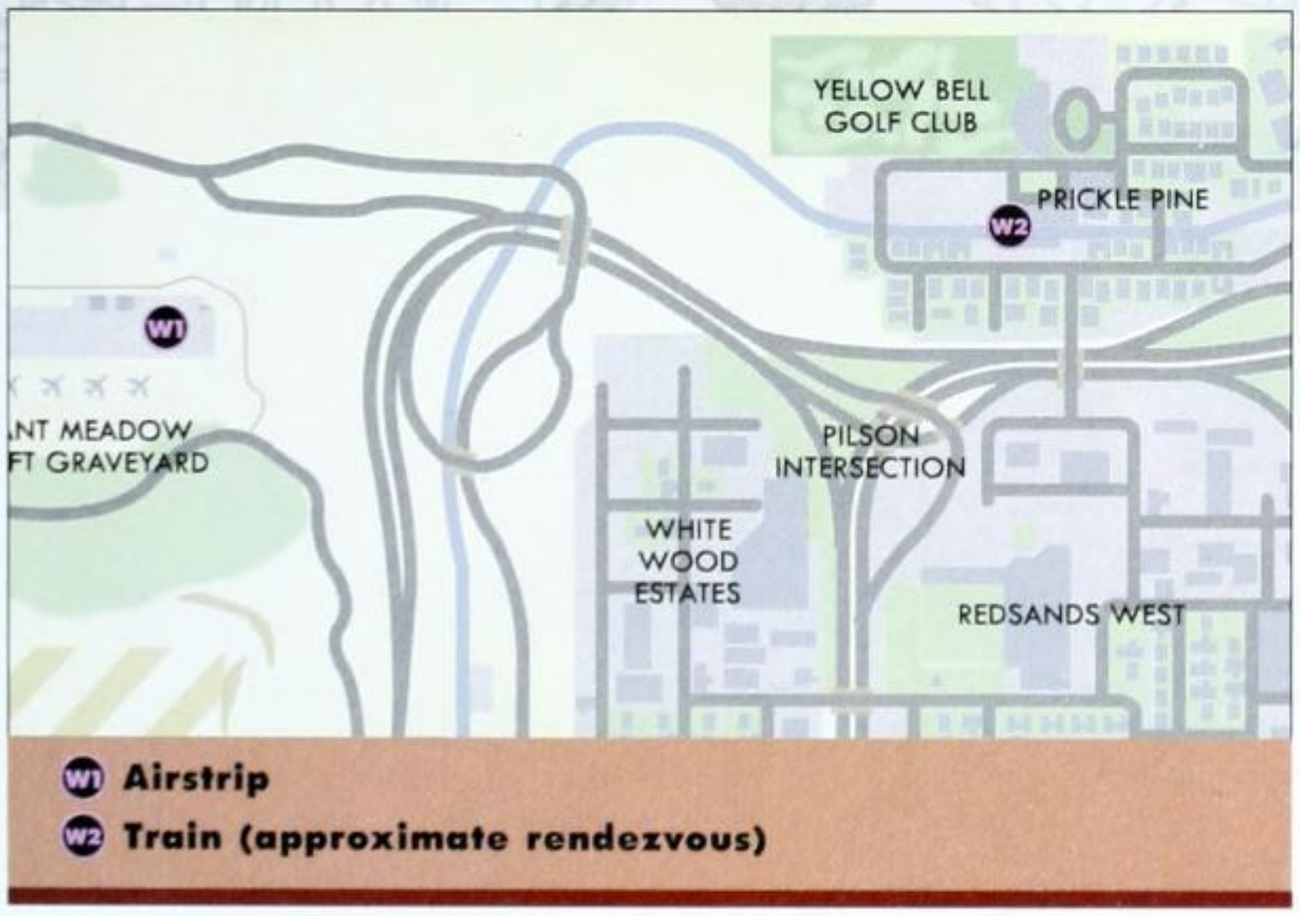
Soon The Truth calls to offer you a date with destiny. He's back at the old airplane graveyard. When CJ hangs up, the airplane icon appears on the map indicating the red marker at the airstrip hangar.

## AIRSTRIP mission 5

# Green Goo

**Cash Gained:**
$20,000

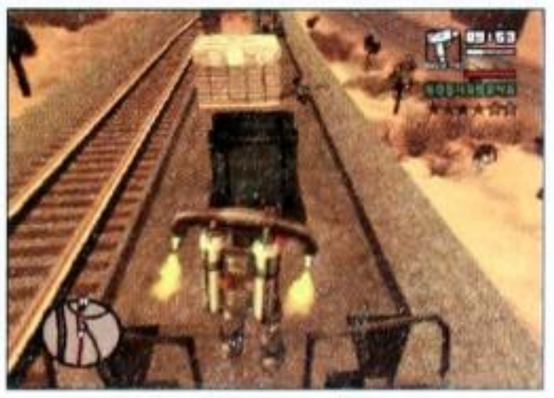
***Step into the red marker by the hangar to see The Truth make an amusing entrance via jetpack. He then presents his plan: Land on the train, kill the guards, then get in and steal the stuff. "What stuff?" you ask. His answer is pure truth: "Steal whatever they least want us to get."***




**W1 Airstrip**
**W2 Train (approximate rendezvous)**

## Directions

### Fly Jetpack to the Train



Fly east to chase the train, the green blip on your radar. Make haste and you should catch it somewhere around the Prickle Pine district of Las Venturas. Guards atop the train open fire. Hover (press R2 and L2 together) into range and start gunning them down from above.

# DESERT • Steal Cars

### Shoot Crates to Find Secret Item

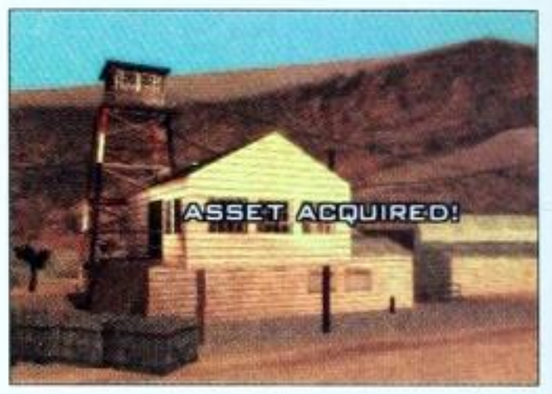
Three crates on the flatbed cars are marked by green overhead cones. As you skirmish with the pesky guards, start shooting at these crates. The first two shatter apart, revealing nothing. The third one contains an alien artifact. Land on the final crate to acquire the artifact.

### Take Artifact to The Truth

Time to head home! Fly back to the airstrip by following the yellow blip on the radar. When you arrive, land in the red marker on the runway. CJ presents the jar of green goo to The Truth.

### Asset Acquired

The airstrip property now generates revenue up to a maximum of $10,000. Return regularly and walk through the "**$**" icon to collect your earnings. Note also that the Jetpack is now available for use near the airstrip control tower, and an enormous hangar is open across the airstrip for saving large aircraft.




**MISSION PASS (1 OF 4)**

***Completing Green Goo gives you one of the four prerequisites needed to open the Saint Mark's Bistro mission later in the Las Venturas chapter.***

new mission strand

## THE STEAL CARS STRAND

**Cash Available in Strand:**
$20,000

After you complete all of the **Back to School** driving tests plus the **Yay Ka-Boom-Boom** mission from the Syndicate strand, Jethro calls with news that he and Cesar have used their contacts to get a customer "wishlist" of cars, but they have to turn them around fast—that is, unload them soon after "acquiring" them. (Hence, the name of this strand.) A showroom just around the block called Wang Cars has just come up for sale, and Jethro thinks it would make a nice, legit-looking front for their acquisitions.

Start the strand by heading over to Wang Cars (green house icon on the map) just up the street north of CJ's garage and plunking down $50,000 for the showroom. Wang Cars becomes a car icon on the radar, and the cars you steal for the garage business now show up in the showroom. The contact point for these missions is your garage property in Doherty, now marked by a "**CV**" icon. Head home after making the showroom purchase to start the new strand of missions.

### STEAL CARS mission 1

# Zeroing In

**Respect Gained:**
5

**Cash Gained:**
$5000

**PREREQUISITES NEEDED!**

***This mission is available only after you complete Back to School and Yay Ka-Boom-Boom.***

the story

***Kendl interrupts a poker game to question the direction of the business enterprise, then Zero enters. He's constructed a tracking device that can hack into the satellite cellular system. This new gadget lets you pick up cell phone signals and plot their location. CJ can use it to "zero in" on a car on your customer wish list. The car's owner makes frequent cell phone calls. Every time she places a call, her current location appears as a red blip on the map that slowly fades.***

## Directions

### Don't Let Her Trail Go Cold!

Track your way toward the red blip on the radar. Note that the target's signal blip starts out red, slowly turns yellow, fades away completely, and then starts the cycle all over again when she makes a new call. Stay close to keep her position updated. If you don't reach each new signal before it fades away completely, you've let her car get too far away and you fail the mission.

**W** Wang Cars showroom
**W2** CJ's garage
**#** Target car signals

### Chase Route

The chase leads from Doherty north into Kings, veers sharply southwest to zigzag through Garcia and Hashbury, and then west into the Ocean Flats district. From there, it curves north along the coast through City Hall toward the Pallisades and Paradiso, and then doubles back south and east into the Juniper Hill district.

Next, the target car turns and speeds north from Juniper Hill into Juniper Hollow, back west into Paradiso, then doubles back into Juniper Hollow and north to Battery Point. Whew!

### Clip Her Back End to Spin Her Out of Control

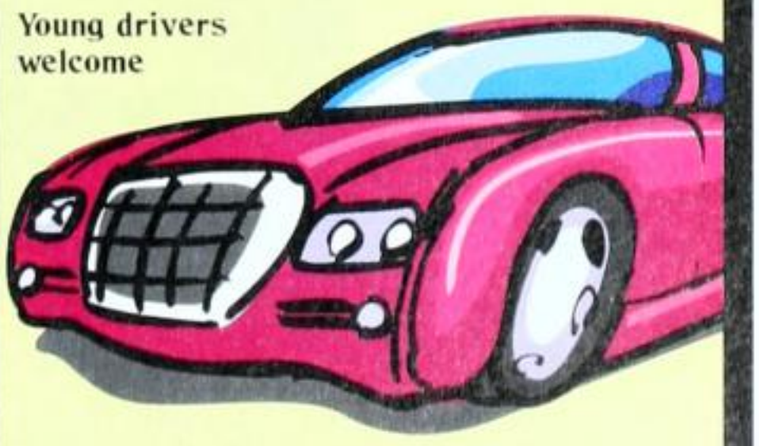
When you get close enough to see the target car, note that it has a red marker overhead. Note also the onscreen prompt to use the P.I.T. technique you learned in the **Back to School** driving mission to spin the target car with minimal damage. Just pull up beside the car on either side and nudge your front fender into its rear fender. You can also just ram the rear bumper.

### Steal the Car

Once you've clipped the car, the scared driver hops out and the marker overhead turns blue. Steal the car and follow the yellow radar blip back to your garage in the Doherty district.

### Mod Shop Open for Business!

Once you complete **Zeroing In**, a street racer mod shop called Wheel Arch Angels opens for business in the Ocean Flats district. For more on mod shops, see our **Odd Jobs** chapter.


Auto Bahn
Quality Vehicle Importers
"Corporate specialists"
"Extremely courteous, friendly, professional staff."
Young drivers welcome

Open 7 days a week
See Your Local Dealer
Los Santos
San Fierro
Las Venturas

the story

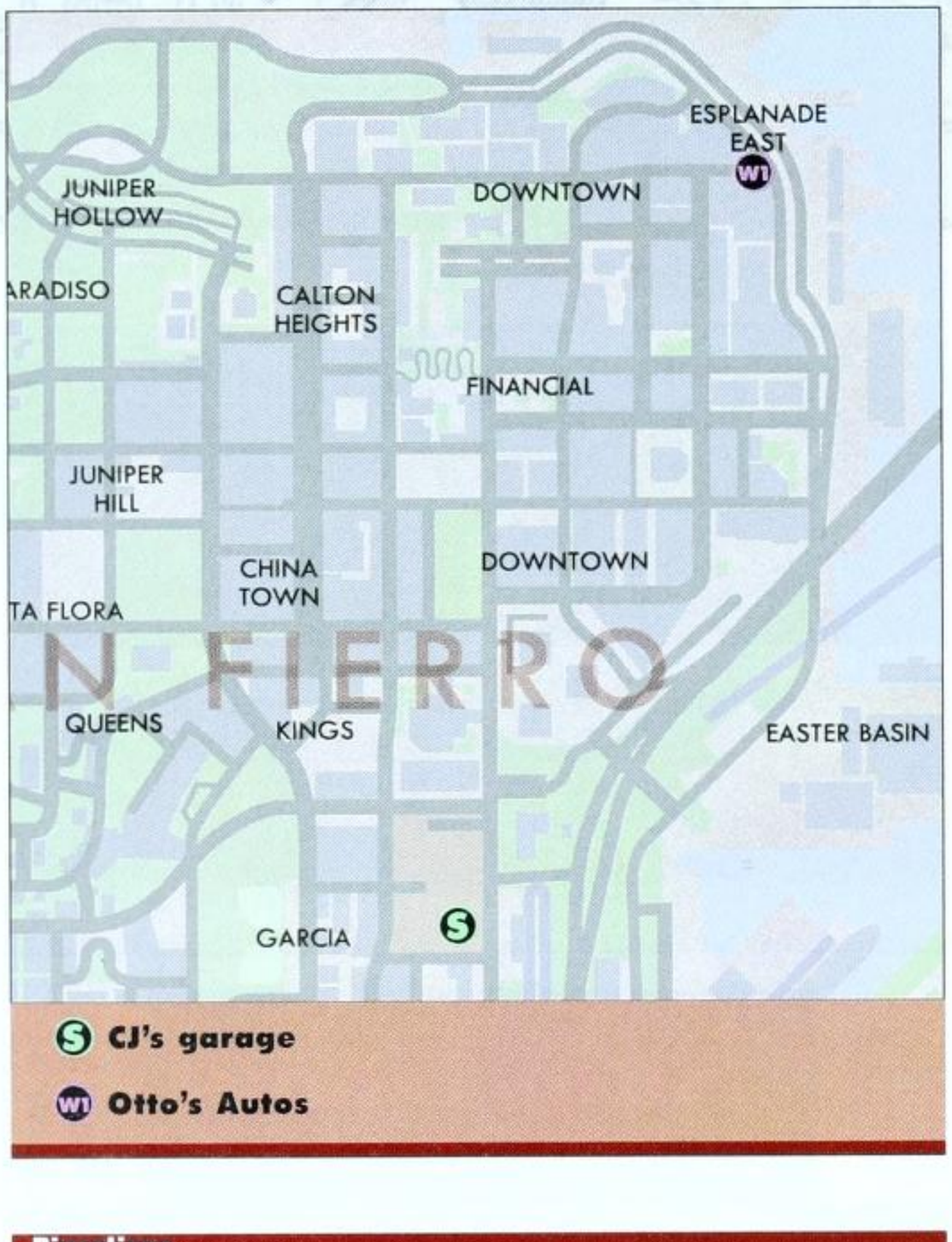
STEAL CARS mission 2

# Test Drive

**Respect Gained:**
5

**Cash Gained:**
$5000

***Follow the "CV" icon to your garage in Doherty and walk into the red marker. Cesar has found two more cars on the wishlist, both parked in the showroom of Otto's Autos across town. Go get 'em!***




## Directions

### Visit Car Showroom

Follow the yellow radar blip to Otto's Autos in the northern part of the Downtown district. On the way, Cesar talks about his growing love for San Fierro, and the boys discuss Kendl's interest in building a business. They also talk about Truth and his odd views. When you arrive and drive into the red marker, Cesar explains that the cars are in the second floor showroom, and leads CJ upstairs. CJ and Cesar each get into one of the cars.

### Stay Close to Cesar As You Return to Garage

Cesar drives right through the second-story glass window, with CJ right behind. Follow Cesar (the blue blip on your radar map as he speeds through San Fierro on a wild ride that tests many of your Driving School skills. First, he zigzags back and forth across the path of a streetcar climbing a hill. This stunt attracts the attention of the San Fierro police, giving you a two-star Wanted Level!

### Trigger a Nitro!

Soon Cesar triggers a nitro burn for a short burst of acceleration. Follow suit by pressing the Circle or L1 buttons at the same time to trigger your own nitro burn. Afterwards, tail Cesar down a hill and past some more pursuing police units. He leads you off-road through a city park to avoid a roadblock. Cesar knows lots of shortcuts.

### Follow Cesar Into the Alleyway

Next, Cesar veers down a narrow alleyway that turns into a trap. Quickly back up! Then follow Cesar as he races around the block and zigzags through an obstacle course of various objects.

When you get through that, you're finally clear to drive at your own pace back to the garage just ahead in Doherty.

STEAL CARS mission 3

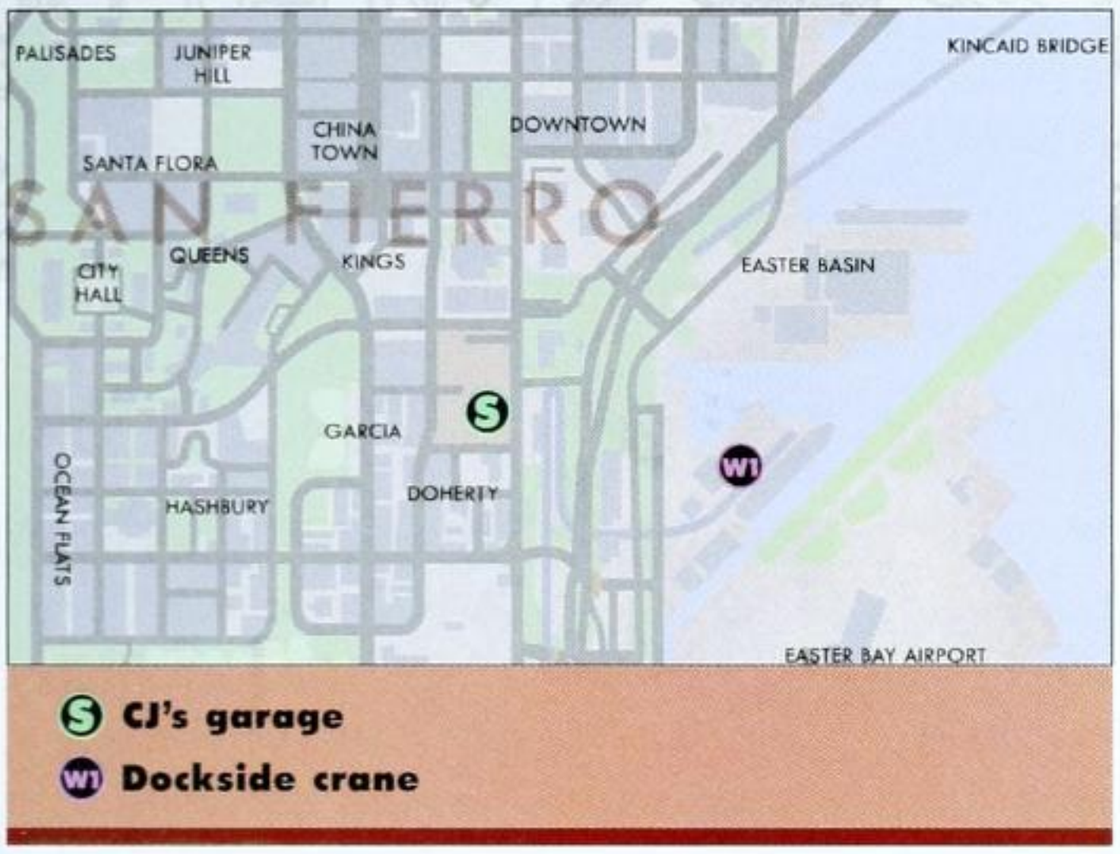
# Customs Fast Track

**Accomplice:**
Cesar

**Respect Gained:**
5

**Cash Gained:**
$10,000 (minus damage)

***CJ and Kendl talk about Sweet and the situation back on Grove Street. Meanwhile, Cesar gets a tip that a crated vehicle matching another car on their customer's wishlist is being loaded onto a container ship at the docks. Cesar's contact marked the container with a spray can.***




**S CJ's garage**

**W1 Dockside crane**

## Directions

### Get in Car with Cesar and Drive to the Docks

Hop in the car and follow the yellow radar blip eastward to the docks at Easter Basin. On the way, CJ explains how to get a crated car off a container ship—with a dockside crane. They agree to divide the tasks, with CJ running the crane and Cesar cracking the container.

### Get in the Crane

When you arrive at the base of the crane, get out of the car and walk into the red marker. Press the Triangle button to take control of the crane. CJ discovers that three containers sit on the deck, but none of them is marked with paint. Cesar suggests you try one at a time.

### Crane Controls

Press the X button to lower the rope and the Square button to raise it. Push the Left Analog Stick in the direction you want the crane to move. Press Circle to activate (pickup objects) and deactivate (put down objects) the magnet.

### Pick Up a Container with Crane and Move it Ashore

Lower the crane magnet onto a container, then raise the container and move it over the red marker on the dock. Remember, you can press Select to change the camera view if necessary. Use the shadow to determine where the container will drop.



When the shadow is directly on the red marker, lower the container carefully into the marker. If you drop it from too great a height, the container (and car within) will be destroyed and you'll fail the mission.

**BF MOTORS**
SALES, SERVICE, PARTS & LEASING
SEE YOUR LOCAL DEALER

Los Santos, San Andreas
San Fierro, San Andreas
Las Venturas, San Andreas

Cesar says you got the wrong car. Swing the crane back and pick up another container. Keep trying until you get the correct container. (It's always the third one you lower.) Cesar drives the car out of the container and waits for CJ. Suddenly, a car pulls up and three thugs hop out with guns blazing.

### NEW ODD JOBS AVAILABLE!

***Completing the Customs Fast Track mission unlocks the Export/Import odd jobs. Travel back to the Easter Basin in San Fierro between missions to check the board listing cars wanted for export, then find them and deliver them to the big container ship moored at the dock. For details on this, see the Export/Import section of our Odd Jobs chapter. You can make big bucks by exporting vehicles, so try this soon if you need cash.***

### Help Cesar!

Cesar's health bar appears onscreen. Press the Triangle button to exit the crane and wipe out the three thugs before they wipe out Cesar. Soon a second carload of thugs pulls up to attack. Eliminate them, too, then prepare for a final wave of two attackers who approach on foot from down the dock. When they fall, hop in the hot car and head west, back to the garage in Doherty.

KEOKI'S
Import Dealership

"We've got exactly what you want, even if you don't know what it is!"

SEE YOUR LOCAL DEALER

1241Kelum Blvd Los Santos.....San Andreas
3532 Auto Circle San Fierro.....San Andreas

STEAL CARS mission 4

# Puncture Wounds

**Respect Gained:**
5

**Cash Gained:**
$5000

the story

***Cesar pulls up, ranting with lunatic anger. He's found another car on the customer's wishlist and tried to tail it, but the vehicle is too fast and its driver is too crazy. You cannot ram a target car because the damage would reduce or even negate its value to your customer. But CJ gets a brilliant idea—mod a car with Stinger traps and use them to puncture the target car's tires.***

## Directions

### Use Modified Car to Chase Target Car

Hop into the vehicle. You learn that it's been modified to drop Stingers behind it. A Stinger is a spiked trap designed to puncture tires. When dropped, it spreads across one entire lane of the road. You get a total of three Stingers for the mission. Drive south toward Foster Valley, tracking the target indicated by the red blip on the radar. The target car works its way south across the bridge into Whetstone County, then heads toward Angel Pine.

### Drop Stinger to Puncture Target's Tires

When you finally reach the target, follow until you get on a stretch of road with no turns coming up in the near distance. Pass the vehicle and get directly in front of it, then quickly press the Circle button to drop a Stinger. If you time it right, the target runs over the Stinger and pops its tires.

TransFender
BODY SWAP SHOP

BLOW OUT SALE

**OUTPUT:** Mono for single speaker systems. Stereo for standard dual speaker setups (the default options). Dolby ProLogic II, please confirm that your receiver supports this format by looking for the Dolby ProLogic II logo on the front of the receiver

**SFX:** Set the sound effects level in-game.

**RADIO:** Set the radio station level in-game.

**RADIO EQ:** Enable automatic radio station equalization, making vehicle radios sound authentic to the vehicle type. Disable for normal radio in all vehicles.

**RADIO AUTO-TUNE:** Enable automatic tuning to the previously selected radio station when changing vehicles.

**RADIO STATION:** Select the radio station heard in the menu.

**S** CJ's garage

**W1** Target car starts here

Target car route

### Return Car to the Garage

Get out and run toward the target car. As you approach it, Cesar calls; CJ reports his success. Then he automatically repairs the tires and takes the wheel of the car. Drive it back to your garage in Doherty.

### Asset Acquired!

Once you complete the last mission of the Steal Cars strand, you earn the deed to the Wang Cars building. Now a money-making property for you, the business generates revenue up to a total of $8000. Be sure to come back regularly and walk through the "**$**" icon to pick up the cash.

**Your fantasies come to life in Las Venturas.**

**Brought to you by The Las Venturas Tourist Board**

**Call for a free infomation packet**

# chapter 5
# Las Venturas

*Welcome to Las Venturas, city of dreams. A few lucky souls leave town with enough winnings to start a new life. Most leave without their shirts, enriching the wise guys who run the casinos—and who never gamble.*

## RESTAURANTS

| | | |
|---|---|---|
| Burger Shot | Spiny Bed | A6 |
| Burger Shot | White Woods Estate | A5 |
| Burger Shot | Old Ventura Strip | A6 |
| Burger Shot | Near The Starfish Casino | A6 |
| Burger Shot | Near Redsands East | A5 |
| Cluckin' Bell | Near The Emerald Isle | A6 |
| Cluckin' Bell | Creek | A6 |
| Cluckin' Bell | Near The Starfish Casino | A6 |
| Cluckin' Bell | Julius Thru Way East | B6 |
| Well Stacked | Julius Thru Way North | A6 |
| Well Stacked | Creek | A6 |
| Well Stacked | Near Redsands East | A6 |
| Well Stacked | Julius Thru Way East | B6 |

## CLOTHING

| | | |
|---|---|---|
| binco | Near The Emerald Isle | A6 |
| binco | Harry Gold Parkway | B5 |
| SubUrban | Creek | A6 |
| Victim | Creek | A6 |
| Zip | Near The Emerald Isle | A6 |
| Zip | Near The Starfish Casino | B6 |

## POINTS OF INTEREST

| | | |
|---|---|---|
| 24/7 | Near The Emerald Isle | A5 |
| 24/7 | The Strip/Old Venturas Strip | A6 |
| 24/7 | Near Roca Escalante | A6 |
| 24/7 | Creek | A6 |
| 24/7 | Near Old Venturas Strip | A6 |
| 24/7 | Near The Starfish Casino | B6 |
| 24/7 | The Strip | B6 |
| Ammu-Nation | Near Old Venturas Strip | A6 |
| Ammu-Nation | Near Come-A-Lot | C5 |
| Barbershop | Near Redsands East | A6 |
| Gym | Near The Emerald Isle | A5 |
| Hospital | Near Las Venturas Airport | B5 |
| Car Modification | Near Come-A-Lot | C5 |
| Police Station | Near Roca Escalante | A6 |
| Tattoo Parlor | Near Redsands East | A6 |
| Train Station | Linden Station | B6 |
| Train Station | Sobell Rail Yard | B6 |
| Train Station | Prickle Pine | A5 |
| Bars/Strips | | |
| Safehouses | | |

*Mafia interests have run this town for generations, but now Wu Zi Mu and his Triad gang want a piece of the business. The Four Dragons Casino poses a serious threat to the old "corporations" (read: mob families) of Las Venturas. And you can bet they won't take it lightly.*

YELLOW BELL GOLF CLUB
PRICKLE PINE
SPINY BED
KACC MILITARY FUELS
JULIUS THRU WAY NORTH
THE EMERALD ISLE
ROCA ESCALANTE
PILSON INTERSECTION
WHITE WOOD ESTATES
REDSANDS WEST
REDSANDS EAST
OLD VENTURAS STRIP
CREEK
HARRY GOLD PARKWAY
THE STRIP
THE VISAGE
THE STARFISH CASINO
THE RING MASTER
SOBELL RAIL YARD
CALIGULA'S PALACE
PILGRIM
BLACKFIELD
LAS VENTURAS AIRPORT
PIRATES IN MEN'S PANTS
ROYALE CASINO
JULIUS THRU WAY EAST
LAS VENTURAS
THE HIGH ROLLER
LINDEN STATION
THE PINK SWAN
THE CAMEL'S TOE
GREENGLASS COLLEGE
LVA FREIGHT DEPOT
THE FOUR DRAGONS CASINO
COME - A - LOT
LINDEN SIDE
BLACKFIELD INTERSECTION
JULIUS THRU WAY SOUTH
ROCKSHORE EAST
BLACKFIELD CHAPEL
RANDOLPH INDUSTRIAL ESTATE
LAST DIME MOTEL
ROCKSHORE WEST
San Andreas Sound
THE MAKO SPAN
FREDERICK BRIDGE
MONTGOMERY
MONTGOMERY
A
B
C
5
6

# Security Services

## WEAPONS

1. **Golf Club** • Yellow Bell Golf Course, on the balcony overlooking the golf course. • **A5**
2. **Shovel** • North of Las Venturas. • **A5**
3. **Fire Extinguisher** • Spinybed, in little gap between Xoomer and car wash. • **A6**
4. **Flame Thrower** • K.A.C.C Military Fuels, in dark corner behind and under overhang of the main K.A.C.C. building. • **A6**
5. **Tear Gas (Smoke Grenades)** • K.A.C.C Military Fuels, on the ground near the east fence. • **A6**
6. **Cane** • Prickle Pine • **A5**
7. **Cane** • Julius Thru Way North • **A5**
8. **Sniper Rifle** • Julius Thruway North, hidden from road on wedding chapel's rooftop behind steeple. Climb lower roof in back to reach. • **A6**
9. **Heat-Seeking RPG** • Pilson Intersection • Northeast corner of the top level of the car park. • **A5**
10. **Chrome Gun (Combat Shotgun)** • Pilson Intersection,underneath the overpass. • **A5**
11. **Rocket Launcher** • **A6**
12. **Parachute** • The Emerald Isle, on top of the tallest scraper in Las Venturas, next to a horseshoe (need aircraft). • **A6**
13. **Rocket Launcher** • The Emerald Isle, in a corner on top of the Emerald Isle building above the parking garage and near helipad. Drive to top of parking garage and take roof access stairs to reach. • **A6**
14. **Cane** • The Emerald Isle • **A6**
15. **Night Stick** • Roca Escalante, behind San Andreas Police Department sign on the corner. • **A6**
16. **Minigun** • Roca Escalante • **A6**
17. **Molotov** • Creek, on mall roof (above Cluckin' Bell). • **A6**
18. **Sawn Off Shotgun** • Whitewood Estates, around back of a warehouse. • **A4**
19. **Chainsaw** • Whitewood Estates, on south side of warehouse entered to destroy chip machines (try using on chip machines in Casino 3 mission). • **B5**
20. **Bat** • Redsands West **A5**
21. **Shovel** • Redsands West, in the dugout of the baseball stadium. • **A5**
22. **Sawn Off Shotgun** Redsands West, beyond wooden fenced-in alley across from Xoomer. Behind dumpster. • **A5**
23. **Molotov Cocktail** • Harry Gold Parkway, hidden in bushes beside police station; just behind small tree between rocks. • **A5**
24. **Knife** • West of Las Venturas, near Desert. • **B4**
25. **Micro-SMG** • Redsands West, in between wall and dumpster under many power lines. • **B5**
26. **AK-47** • Redsands West, hidden in the bushes in an island in the middle an apartment complex parking lot. • **B5**
27. **MP5 Ing** • **B6**
28. **Bat** • Blackfield • **B5**
29. **Silenced Pistol** • Blackfield, in the flowerbed underneath the front entrance walkway to the Las Venturas Stadium. • **B5**
30. **Tear Gas (Gas Grenades)** • Las Venturas Airport, between control tower building and yellow and white striped ramps. • **B5**
31. **Shovel** • Pirates in Men's Pants, hidden in the rocks and bushes just around the corner from a Horseshoe below skull carving. • **B6**
32. **Katana** • Pirates in Men's Pants, on the first level deck of the ship near the back. • **B6**
33. **Sniper Rifle** • The Ring Master, on corner of building's rooftop (must have aircraft to reach). • **B6**
34. **Cane** • Pilgrim • **B6**
35. **M4** • Pilgrim, behind sloped roof on top of smaller motel building nearest the pool (use stairs to reach low rooftop near center of building). • **B6**
36. **Katana** • Julius Thru Way East, just west of freeway near Pilgrim. • **B6**
37. **Spray Can** • Sobell Rail Yards, in-between two of the train yard hangars. • **B6**
38. **Rocket Launcher** • Las Venturas Airport, hidden behind southernmost terminal. • **B5**
39. **Sawn Off Shotgun** • Las Venturas Airport • **B5**
40. **Spaz Shotgun** • LVA Freight Depot, in the bushes in the small flowerbed island of the parking lot between Kakagawa and Sumo. • **C5**
41. **AK-47** • The Four Dragons Casino, in a little secluded north side section of the roof of the casino (only accessible by flight). • **C5**
42. **Katana** • The Four Dragons Casino. • **C6**
43. **Sniper Rifle** • The Four Dragons Casino. • **C6**
44. **MP5 Ing** • Come-A-Lot, in the little nook round the backside of the big castle. • **B6**
45. **Molotovs** • Come-A-Lot, on the rooftop corner of a building (accessible by running and jumping from the top of the doorway structure on adjacent rooftop). • **B6**
46. **Minigun** • Rockshore East, in the scaffolding (5th level, accessible by climbing). • **C6**
47. **Grenade** • Rockshore East, on warehouse rooftop behind the air duct. Use shipping containers on west side to reach. • **C6**
48. **Pool Cue** • Rockshore East. • **C6**
49. **Tec-9** • Red County, underneath bridge (horseshoe on other side of support). • **C5**

## POLICE BRIBES

- **Julius Thru Way East** • Underneath the overpass (near to one of the police bike pickups). • **B6**
- **The Emerald Isle** • Between trees, at about the right height to grab from doing the jump to the east (down fenced off alleyway, off ramp). • **A6**
- **Royale Casino** • Near powerlines, accessible from USJ to south. • **B6**
- **Julius Thru Way South** • Jump off the central divider. • **C6**
- **The Camel's Toe** • Underneath big needle-style monument. • **B6**
- **Pirates in Men's Pants** • Grab by jumping off pirate ship's ramp in a bike. • **B5**
- **The Four Dragons Casino** • In the little fenced-off bit (come off the freeway, smashing through the fences to grab it). • **C5**

## BODY ARMOR

- **Redsands East** • In corner of balcony-like area (have to run round entire inner section of building to reach it). • **A6**
- **Caligula's Palace** • On top of oddly shaped central motel building. • **B6**
- **Rockshore** • In the corner of the church. • **C6**
- **Come-A-Lot** • In archway underneath sign. • **C6**
- **LVA Freight Depot** • In corner next to wooden fence inside courtyard of building. • **C5**
- **Rockshore** • In the corner slightly hidden from the road. • **B5**
- **Greenglass College** • Behind (east of) the dumpsters. • **B5**
- **LVA** • In the corner of hangar (opposite hangar used in Freefall mission). • **B5**

## ADRENALINE

- **K.A.C.C Military Fuels** • In corner of fence behind packing crates (will help with Heist 5). • **A6**
- **The Ring Master** • In corner of building. • **B6**
- **Pilgrim** • Middle of alleyway. • **B6**
- **The High Roller** • In corner on roof. • **B5**
- **Last Dime Motel** • In corner, slightly hidden in flowers. • **B5**

## PAY 'N' SPRAY

- **Redsands East** • **A5**

YELLOW BELL GOLF CLUB
PRICKLE PINE
SPINY BED
KACC MILITARY FUELS
JULIUS THRU WAY NORTH
PILSON INTERSECTION
WHITE WOOD ESTATES
REDSANDS WEST
THE HERALD ISLE
ROCA ESCALANTE
OLD VENTURAS STRIP
CREEK
REDSANDS EAST
HARRY GOLD PARKWAY
THE STRIP
THE VISAGE
THE STARFISH CASINO
THE RING MASTER
SOBELL RAIL YARD
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CALIGULA'S PALACE
ROYALE CASINO
PILGRIM
JULIUS THRU WAY EAST
LAS VENTURAS
THE HIGH ROLLER
LINDEN STATION
THE PINK SWAN
THE CAMEL'S TOE
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BLACKFIELD CHAPEL
RANDOLPH INDUSTRIAL ESTATE
LAST DIME MOTEL
ROCKSHORE WEST
ROCKSHORE EAST
THE MAKO SPAN
San Andreas Sound
MONTGOMERY
MONTGOMERY INTERSECTION
FREDERICK BRIDGE
HANKYPANKY POINT
A
B
C
5
6

# Unique Attractions

## HORSESHOES

1. **Prickle Pine** • In the porch of this house in Las Venturas suburbs. • **A5**
2. **The Camel's Toe** • At the top of the big pyramid. • **B6**
3. **The Emerald Isle** • Frog's Pawn Shop. • **A5**
4. **Roca Escalante** • Erotic Wedding Chapel. • **A6**
5. **Yellow Bell Golf House** • On the roof of the golf house. • **A5**
6. **Rockshore West** • In the back garden of this house. • **C5**
7. **The Ring Master** • On top of the Ring Master building. • **B6**
8. **Roca Escalante** • In the middle of the guitar-shaped swimming pool in the Rock Hotel. • **A6**
9. **Rockshore East** • Behind a warehouse in this compound. • **C6**
10. **Old Venturas** • In railway tunnel. • **A6**
11. **Royale Casino Car Park** • On the third floor of this multi-story car park. • **B6**
12. **Julius Thruway North** • Hidden in this small garage enclosure. • **A6**
13. **Redsands East** • On top of this roof. • **A5**
14. **Near The Emerald Isle** • At the top of this tall building. • **A5**
15. **Las Venturas Airport** • Underneath a staircase in the back of the airport. • **B5**
16. **LVA Freight Depot** • Hidden in the small gap between the warehouse and the wall. • **B5**
17. **Redsands East** • On the back balcony of the motel. • **A6**
18. **The Pirates in Men's Pants** • Slightly hidden from view by some bushes. • **B5**
19. **Come-A-Lot** • Land a helicopter on this wall. • **B6**
20. **The Four Dragons Casino** • On the roof of the dark garage beneath The Four Dragons Casino. • **C5**
21. **Prickle Pine** • In this shallow pool around some houses. • **A5**
22. **Greenglass College** • In the front garden of the college. • **B5**
23. **Creek** • Hidden behind this mall on the outskirts of town. • **A6**
24. **Starfish Casino** • On top of the roof. • **B6**
25. **Las Venturas Airport** • On top of the roof. • **B5**
26. **The Camel's Toe** • On top of the pyramid. • **B6**
27. **Pilson Intersection** • Use a vehicle to get onto the wall. • **A5**
28. **Las Venturas Airport** • Hidden from view by some bushes and other objects. • **B5**
29. **NW Las Venturas** • Under the "Welcome" sign. • **A4**
30. **Randolph Industrial Estate** • Hidden below this bridge on the way out of town. • **C5**
31. **Come-A-Lot** • At the top of the Come-a-Lot sign (Jetpack required). • **B6**
32. **Julius Thru Way East** • Jetpack required. • **B6**
33. **Near Come-A-Lot** • On the roof of this wedding chapel. • **6**
34. **Prickle Pine** • Stashed behind the gate to one of the tennis courts. • **A5**
35. **The Emerald Isle** • In this small enclosure near the Emerald Isle. • **A5**
36. **Redsands West** • On the roof of the Steakhouse restaurant. • **A5**
37. **LVA Freight Depot** • In this slightly sloped factory entrance. • **C5**
38. **Rockshore West** • Next to a bin. • **A5**
39. **Starfish Casino** • On a ledge. • **B6**
40. **White Wood Estates** • At the back entrance of this warehouse. • **A4**
41. **The Emerald Isle** • Hidden inside a small garage complex. • **A6**
42. **The Emerald Isle** • In the southwest corner outside of the carpark next to a fenced-in stairway. • **A5**
43. **Come-A-Lot** • Slightly hidden from view in the little alcove. • **B6**
44. **Starfish Casino** • In the corner of this dark alleyway. • **B6**
45. **K.A.C.C. Military Fuels** • In a small, slightly secluded alleyway. • **A6**
46. **Old Venturas Strip** • Inside the "O" of HOTEL. • **A6**
47. **Redsands West** • On top of some packing crates. • **A5**
48. **The Visage** • Underneath the water fall. • **B6**
49. **White Wood Estates** • In the back garden of this house on the edge of town. • **B4**
50. **Blackfield Chapel** • On the roof of the sloped chapel. • **C5**

## UNIQUE STUNT JUMPS

1. **The Emerald Isle** • Jump south out of the top level of the Emerald Isle multi-story garage and land on the roof of the Souvenir Shop. • **A6**
2. **The Emerald Isle** • Drive up the stairs to the rooftop of the multi-story garage and drive to the adjacent roof. Drop down to the south side of building, then jump the ramp to the east off the ledge. • **A6**
3. **The Camel's Toe** • Jump east from the northeast corner stairs of the Camel's Toe casino, across the street and parking lot, and land on the Pawn Shop rooftop beyond the parking lot. • **B6**
4. **The Camel's Toe** • Adjacent to the steps in the previous jump. Jump north from these steps and land on top of the building directly to the north. • **B6**
5. **Creek** • Jump to the west off this ramp and land on the northbound section of freeway. • **A6**
6. **Redsands West** • Jump north from this ramp and land on a ledge on the building to the north. • **B5**
7. **Julius Thru Way North** • Heading east, use this wooden ramp to make it over the freeway bridge (use one of the faster bikes). • **A6**
8. **Redsands West** • Use the wooden ramp between the storage containers to jump north onto the westbound section of freeway. • **A5**
9. **The Emerald Isle** • Use the ramp to jump east out of multi-story parking garage. • **A6**
10. **Randolph Industrial Estate** • Use rickety ramp to jump north out of the warehouse compound. • **C5**
11. **The Emerald Isle** • Speed west through the wooden poles and use the ramp (go through the Police Bribe) and jump over the street. • **A6**
12. **The Emerald Isle** • This jump is the same as jump #2, but this time jump off the ramp on the north side of the building (the lower ledge). • **A6**

## OYSTERS

1. **Bone County** • Bone County beach, North West of Las Venturas. • **A4**
2. **Las Venturas** • The Northeast corner of the map. • **A6**
3. **Roca Escalante** • Under the diving board at the VRock pool. • **A6**
4. **The Strip** • Under a waterfall at The Visage Casino. • **B6**
5. **The Strip** • In front of skull, at the front of the Pirates in Men's Pants Casino. • **B5**
6. **Pilgrim** • In the pool in front of The Pilgrim Hotel. • **B6**
7. **The Strip** • In the Come A Lot Casino moat. • **B6**

## FLOWERS (10 of 40)

- **Julius Thru Way East** • Crash barrier. • **B6**
- **Las Venturas** • Next to Gas Station doors. • **A6**
- **Near Come-A-Lot** • Outside wedding chapel. • **C6**
- **Julius Thru Way East** • Wedding Tackle front door. • **B6**
- **The Emerald Isle** • In between petrol pumps at Xoomer. • **A6**
- **Royale Casino** • In flowerbed. • **B6**
- **Rockshore West** • In front garden. • **C6**
- **Prickle Pine** • Next to flowerbed. • **A5**
- **Yellow Bell Golf Course** • In front of main sign in flowerbed. • **A5**
- **Redsands West** • In front garden between trees and shrubs. • **B5**

YELLOW BELL GOLF CLU
PRICKLE PINE
SPINY BED
KACC MILITARY FUELS
JULIUS THRU WAY NORTH
PILSON INTERSECTION
WHITE WOOD ESTATES
REDSANDS WEST
REDSANDS EAST
THE EMERALD ISLE
ROCA ESCALANTE
OLD VENTURAS STRIP
CREEK
HARRY GOLD PARKWAY
THE STRIP
THE VILLAGE
THE STARFISH CASINO
THE RING MASTER
SOBELL RAIL YARD
BLACKFIELD
LAS VENTURAS AIRPORT
PIRATES IN MEN'S PANTS
CALIGULA'S PALACE
ROYALE CASINO
PILGRIM
JULIUS THRU WAY EAST
LAS VENTURAS
THE HIGH ROLLER
THE PINK SWAN
THE CAMEL'S TOE
LINDEN STATION
GREENGLASS COLLEGE
LVA FREIGHT DEPOT
THE FOUR DRAGONS CASINO
COME - A - LOT
LINDEN SIDE
BLACKFIELD INTERSECTION
BLACKFIELD CHAPEL
RANDOLPH INDUSTRIAL ESTATE
LAST DIME MOTEL
ROCKSHORE WEST
ROCKSHORE EAST
JULIUS THRU WAY SOUTH
THE MAKO SPAN
San Andreas Sound
FREDERICK BRIDGE
MONTGOMERY

A
B
C
5
6
231

# THE CASINO STRAND

**Cash Available in Strand:** $70,000

**Total Respect Available in Strand:** 160

*The Four Dragons Casino is gorgeous, but it's still a work in progress. Woozie's mob enemies are looking to sabotage his efforts. Most of this strand's missions involve your dealings with the rival casino owners.*

### NEW ODD JOBS AVAILABLE!

***Opening the Casino mission strand also opens access to all six of the gambling odd jobs—Video Poker, Blackjack, Roulette, Slot Machines, and the Wheel of Fortune. For details on this, check out the Gambling section in our Odd Jobs chapter.***

THE
FOUR DRAGONS
HOTEL & CASINO
Come visit The Four Dragons Casino where East meets West to provide you with the ultimate gambling experience.
Our Asian-themed rooms and friendly staff will make you feel at ease after a hard day of gambling.
Disclaimer: Build up your gambling skill level, and try your hand at the high stakes tables; otherwise stick to the slots.

CASINO mission 1

# Fender Ketchup

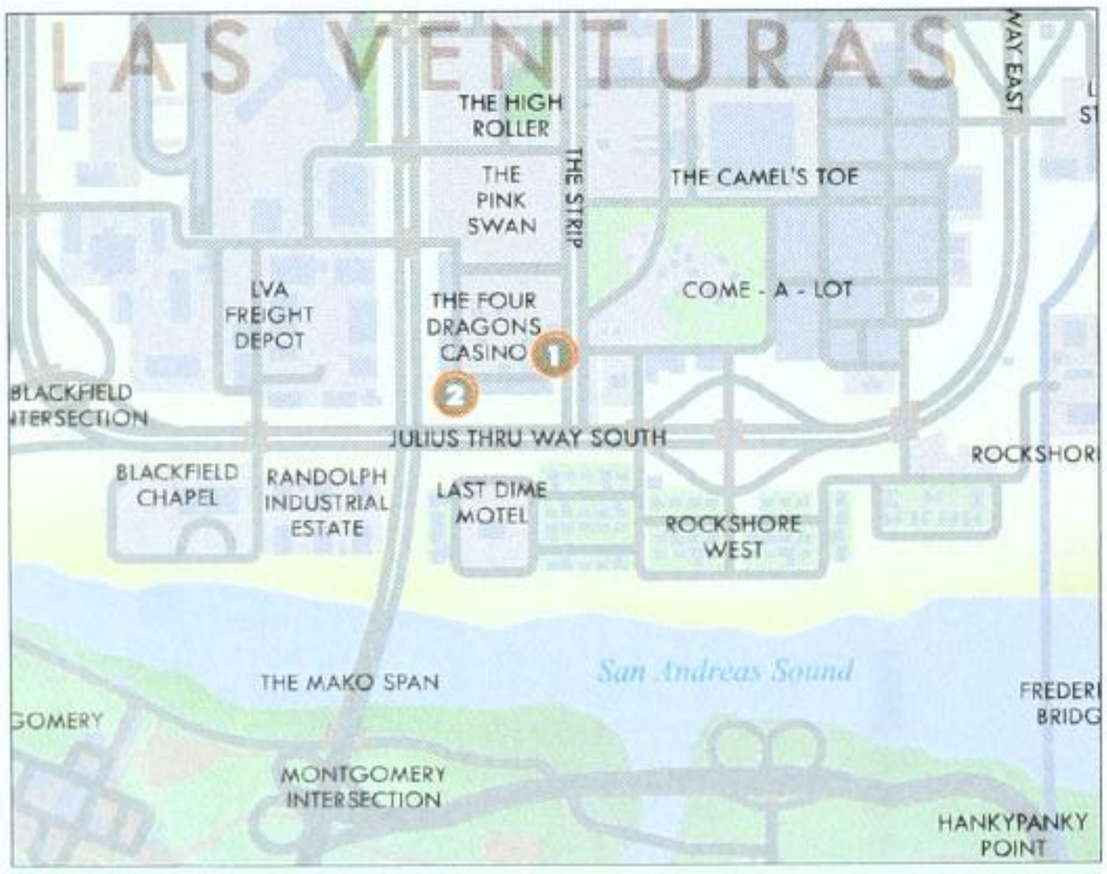
**Respect Gained:** 10

**Cash Gained:** $5000

## the story

*When you first enter The Four Dragons Casino, veer left to find the red marker outside Woozie's office. Woozie is agitated. Technical glitches are driving him nuts as he preps for his casino's grand opening. He suspects the Mafia is putting the squeeze on him by planting thugs amongst the local workers. Three mob families, each with a stake in a rival casino called Caligula's Palace, dominate operations in Las Venturas with "some whacked-out lawyer" running the show.*

*Woozie doesn't know which family is behind his current worker troubles, and he refuses to pay tribute to the Mob in exchange for security. So he offers CJ a share in The Four Dragons in exchange for help in setting things up. Deal! Suddenly, Woozie gets word that his boys caught a thug in the act of smashing deliveries. The boss wants him killed, but CJ has a better idea...*




1. **Casino entrance**
2. **Casino garage**

## Directions

### Drive Fast!

Yes, CJ has the thug tied to the front of a car. The fellow isn't very respectful, given his predicament. CJ gets behind the wheel and a Scare-O-Meter indicator appears onscreen.

Your goal is frighten the guy into squealing about who sent him. As the game suggests, high speeds and screeching hand-brake turns are sure to scare him, as will driving on the wrong side of the road. It's also time for some insane stunts!

Don't take him out onto the Julius Thru Way, even though it's great for good long stretches of high-speed racing. As soon as you get on the freeway, you acquire a Wanted Level, and you don't need the cops involved in this one. Bad collisions can kill your passenger and collisions are guaranteed once the cops get involved.

### Dead Men Don't Talk

Yes, insane driving is fun and effective, but don't get too crazy. Slamming headfirst into obstacles at high speed can turn your passenger into "fender ketchup"—and trigger mission failure!

Speed up and down The Strip right outside The Red Dragon in the wrong direction. Head down to the end and turn back on the wrong side. When the Scare-O-Meter finally tops out, the thug cracks and admits he's with the Sindacco Family. But your mission isn't over yet.

### Take Thug Back to Casino

Now you must get the Sindacco soldier back to The Four Dragons Casino in one piece. This is easy going unless your insane driving triggered a Wanted Level and cops are swarming. Follow the yellow blip to deliver the car to the casino garage—the red marker around the left side of The Four Dragons complex—then go back inside the casino to Woozie's office.

### Get Big Air

If you have your Pilot's License, the airport offers some great straight-aways and nice places to grab some "big air."

CASINO mission 2

# Explosive Situation

**New Vehicle Introduced:**
Dumper

**Respect Gained:**
15

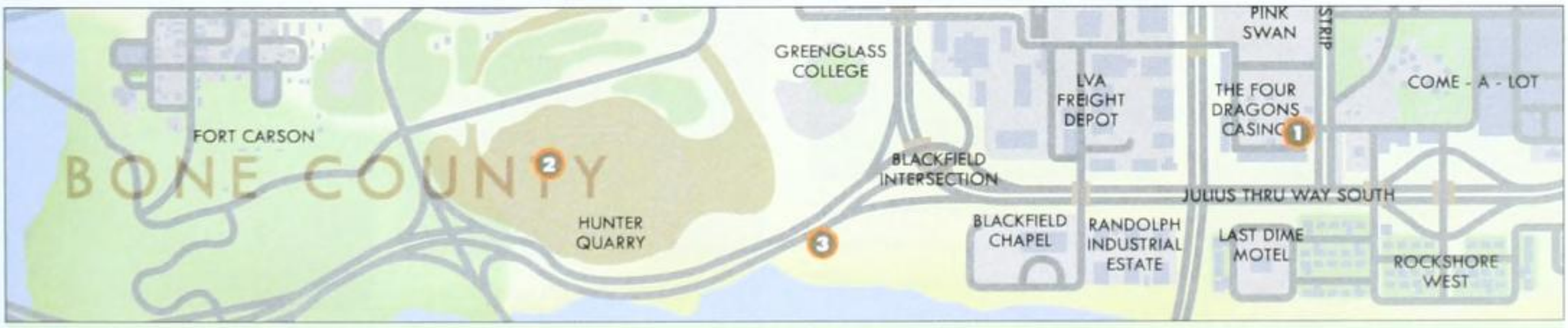
**Cash Gained:**
$7000

***CJ wants to hit the Mafia casino in retaliation for the Sindacco Family's attempts to sabotage The Four Dragons. He's up for a heist, but he needs explosives. Woozie points out an open cast mine to the southwest of Las Venturas, an operation no doubt full of explosives. CJ decides to check it out.***

the story

### Open for Gambling!

Note the red "$" icon when you enter The Four Dragons casino after Fender Ketchup. This is the casino gambling area, and it's now open for business.

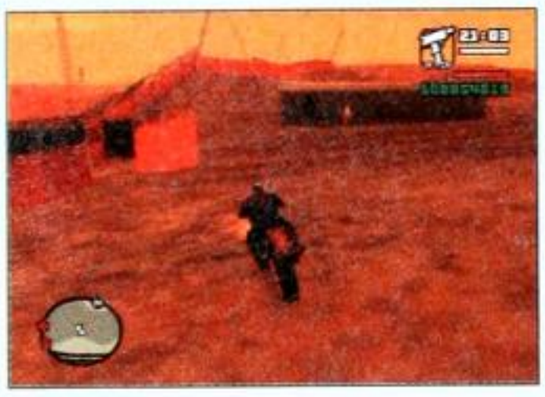



1. **Casino office**
2. **Quarry with dynamite**
3. **Drop-off point**

## Directions

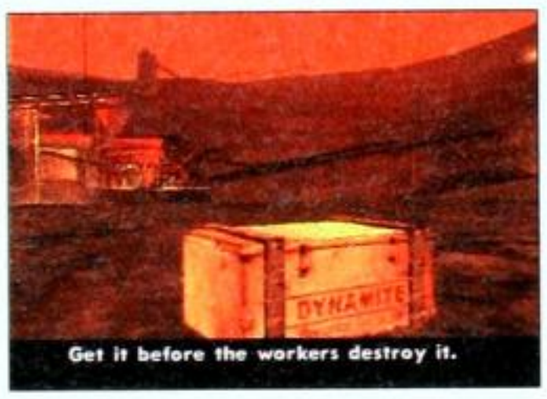
### Go to the Quarry

Jack a car and follow the yellow blip across the map to Hunter Quarry out in Bone County, nearly due west of your starting point at The Four Dragons. When you arrive, drive into the red marker near the hut.



### Get Dynamite Before it Detonates

You learn the dynamite is rigged to blow. A Detonation timer appears onscreen, counting down from 2:30. Hurry! Green blips mark the locations on the radar of four dynamite crates; each one has a green overhead cone, too. You could run down the quarry ramps to reach the crates, but why do that when you can just hop in your vehicle and make a couple of insane jumps?



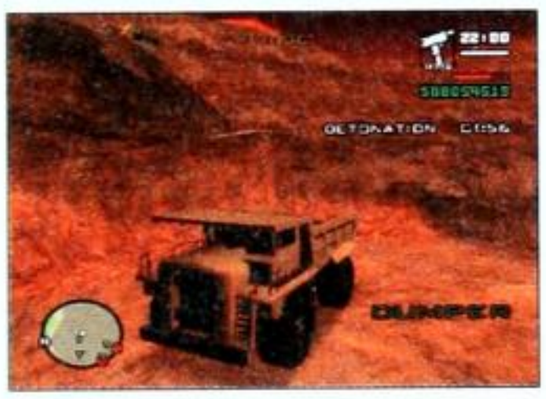
Get it before the workers destroy it.

**Car Hop**

To save time, drive your car over the quarry lip and execute insane jumps down the quarry levels to reach the floor.

### Smash Dynamite Crates with Dump Truck

The game says you'll need something "heavy" to smash those crates, and your car won't cut it. Well, we have just the thing for you. Climb into the Dumper dump truck! Smash through all four dynamite crates (marked by green overhead markers) including the crate carried by the forklift.




### Pick Up the Dynamite!

After you smash each crate, the dynamite inside is available for the taking and appears on radar as a red blip. Hop out of the truck and grab the dynamite stick—CJ automatically defuses the detonator—then hop back in and continue to the next crate. Be sure to get all four sticks. Don't miss the one on the moving forklift truck. When you nab the last stick, the timer disappears.

### Get Back Home with the Dynamite

This is easier said than done. Now security teams block the exit at the top of the rock ramp. You'll have to find a different way out. The game gives you a glimpse of a huge conveyor belt that carries rock out of the quarry pit. Say, that might be one way...

### Use Dirt Bike and Find Another Way Out

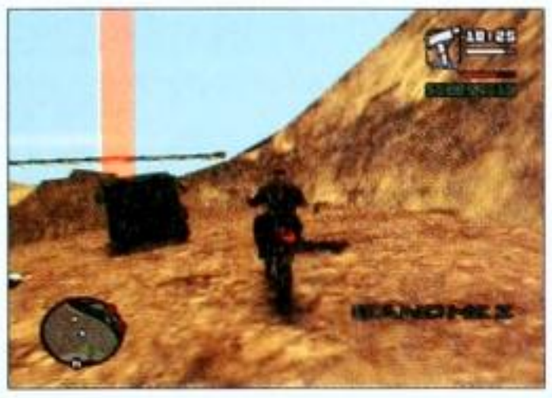
Find the Sanchez dirt bike; to track it down, just follow the blue radar blip. Hop on and speed up the hill right in front of you. Get as close to the quarry wall as possible, then turn around and gun it toward the red checkpoint column! Hit the checkpoint at full throttle and make the leap across onto the conveyor belt. Brake when you land to avoid overshooting the next checkpoint!

Drop onto the next conveyor belt and turn right. Speed up that one and leap from the end of the belt onto the rock ramp. Watch out! A security guard is posted on the stairs of the next conveyor, and he opens fire the moment you land. Gun him down, then ride up the stairs that lead to the last conveyor.

Take a leisurely ride along the narrow belt, steering carefully so you don't fall. At the next checkpoint, veer right, landing on a rock plateau. Spot the next checkpoint near a chute, then ride along the precarious ledge to reach it. Another security guard waits here to be gunned down.

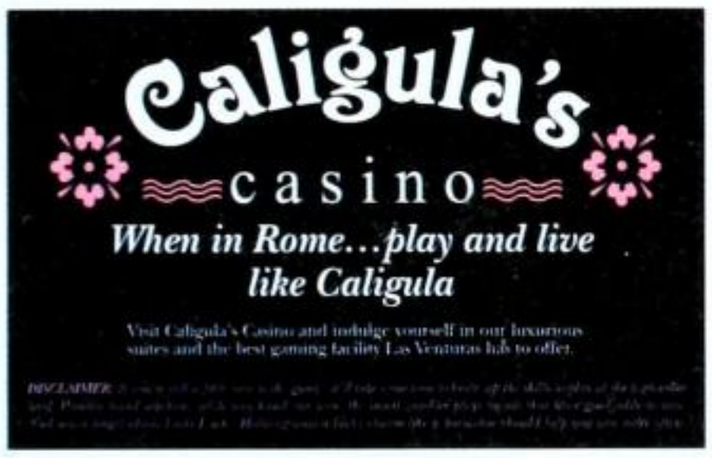
Charge full throttle up the long chute because you must leap across a hidden gap in your path. After landing, find the next checkpoint. It leads up another chute with an even bigger gap to jump at its end, so take a long approach and hit the chute fast.

You should see a Danger sign on the plateau at the far end of the jump. Speed up the final ramp past the security guards and their armored car, then proceed up the trench through the final checkpoint.



### Deliver Dynamite to Drop Point

Follow the yellow blip across the map to the drop point, where one of Woozie's boys waits with a car. Drive into the red marker to complete the mission.


Caligula's
casino
When in Rome...play and live like Caligula
Visit Caligula's Casino and indulge yourself in our luxurious suites and the best gaming facility Las Venturas has to offer.

The Four Dragons icon now reappears on your radar, along with a new green "**$**" icon. It's hard to see because the location is actually inside The Four Dragons, so the yellow icon obscures it until you get inside the casino.

Return to The Four Dragons. Inside, follow the yellow Four Dragons icon to Woozie's office to continue the Casino mission strand, or follow the green "**$**" icon to a backroom location within the casino to begin planning for the Caligula's Palace heist. (Remember, the red "**$**" is the gambling area icon.)

**NEW MISSION STRAND OPEN!**

***Completing Explosive Situation opens up The Heist strand and its first mission, Architectural Espionage. This adds a new contact point to your radar map, a green "$" icon located inside The Four Dragons casino.***

**NEW ODD JOBS AVAILABLE!**

***Completing the Explosive Situation mission opens access to the Quarry odd jobs. For details on this, refer to the Quarry section of our Odd Jobs chapter.***

CASINO mission 3

# You've Had Your Chips

**Respect Gained:** 20

**Cash Gained:** $10,000

***Woozie discovers that someone's been playing counterfeit chips in the casino. The Sindacco Family owns a chip-making plastics factory across town, the obvious source of these forgeries. Woozie wants to destroy it, and CJ offers to do the deed.***

the story

Directions

### Drive to Factory on Outskirts of Town

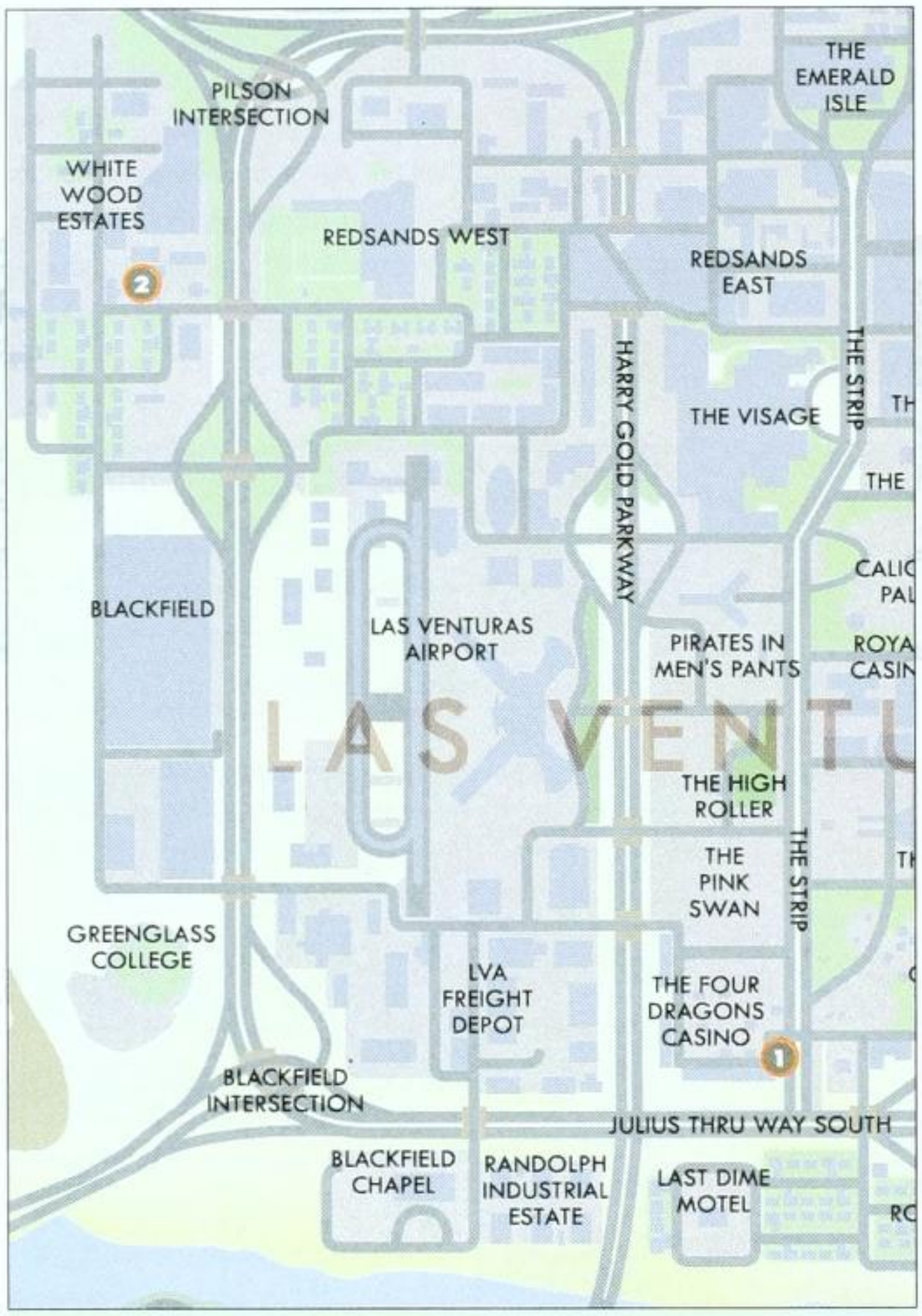
Follow the yellow blip northwest to the plastics factory in the Whitewood Estates district. Upon arrival, you learn the mobsters have guards at the main goods entrance.

### Try to Enter Factory Unnoticed

Find the main goods entrance, an open garage door near the crane and container stacks. Keep your distance! Two goons sit in a car guarding the entrance.

Drive around to the parking garage on the north side of the factory.

# LAS VENTURAS • Casino




1. **Casino office**
2. **Plastics factory**

Enter the garage and drive up the ramps to the top parking level, then cross to the southwestern edge of the lot overlooking the factory yard.

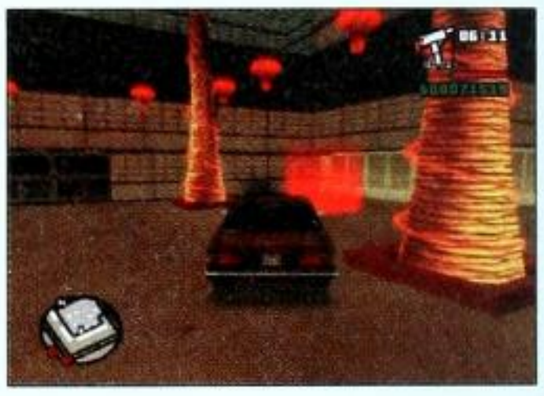
Get out and drop down into the yard, then circle the factory to the left. Sneak past the crane (nabbing the chainsaw on the way!) and around the corner to the open factory door. Now you can enter, and the unavoidable firefight begins.

## Or Just Fight Your Way Inside!

If you attack a guard or get discovered at any point, the factory is alerted and you must get inside quickly. Speed your vehicle right into the open garage door near the crane. Now you must engage in a brutal battle with no fewer than 12 armed crewmen. Plenty of boxes are stacked about the factory floor; use them for cover!

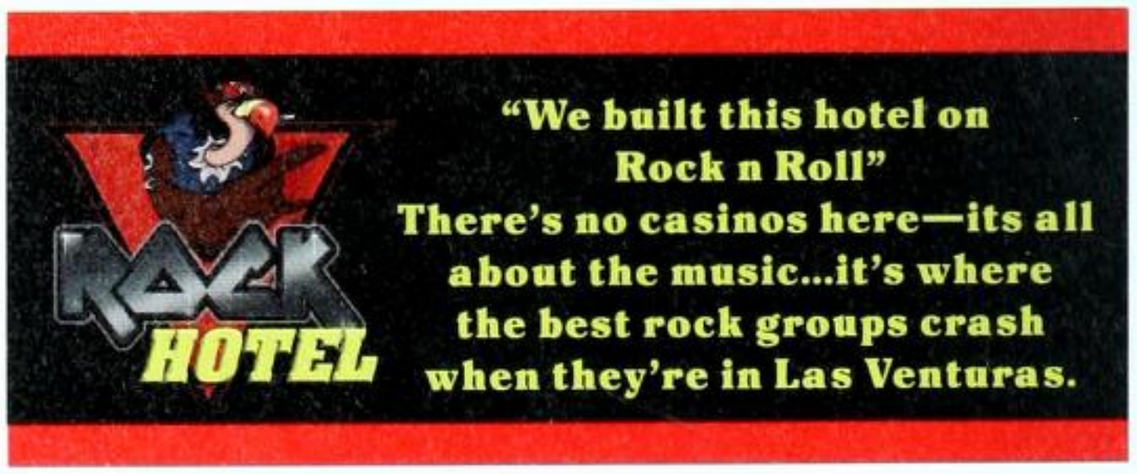
## Destroy Injection Molding Machines

Once you clear out the area, turn your attention to the machines. Shoot all 10 of the injection molding machines (marked by green overhead cones) to complete the job. Once you reach the casino complex, drive into the red marker by the garage to complete the mission. A new red marker appears just outside the front doors to The Four Dragons casino.



### Strand Choice

Here again, you can choose between mission strands. Inside The Four Dragons, veer left and step into the red marker outside Woozie's office to continue the Casino mission strand. Or veer right following the green "$" icon to the red marker outside the backroom to proceed with the Heist mission strand.


ROCK HOTEL
"We built this hotel on Rock n Roll"
There's no casinos here—its all about the music...it's where the best rock groups crash when they're in Las Venturas.

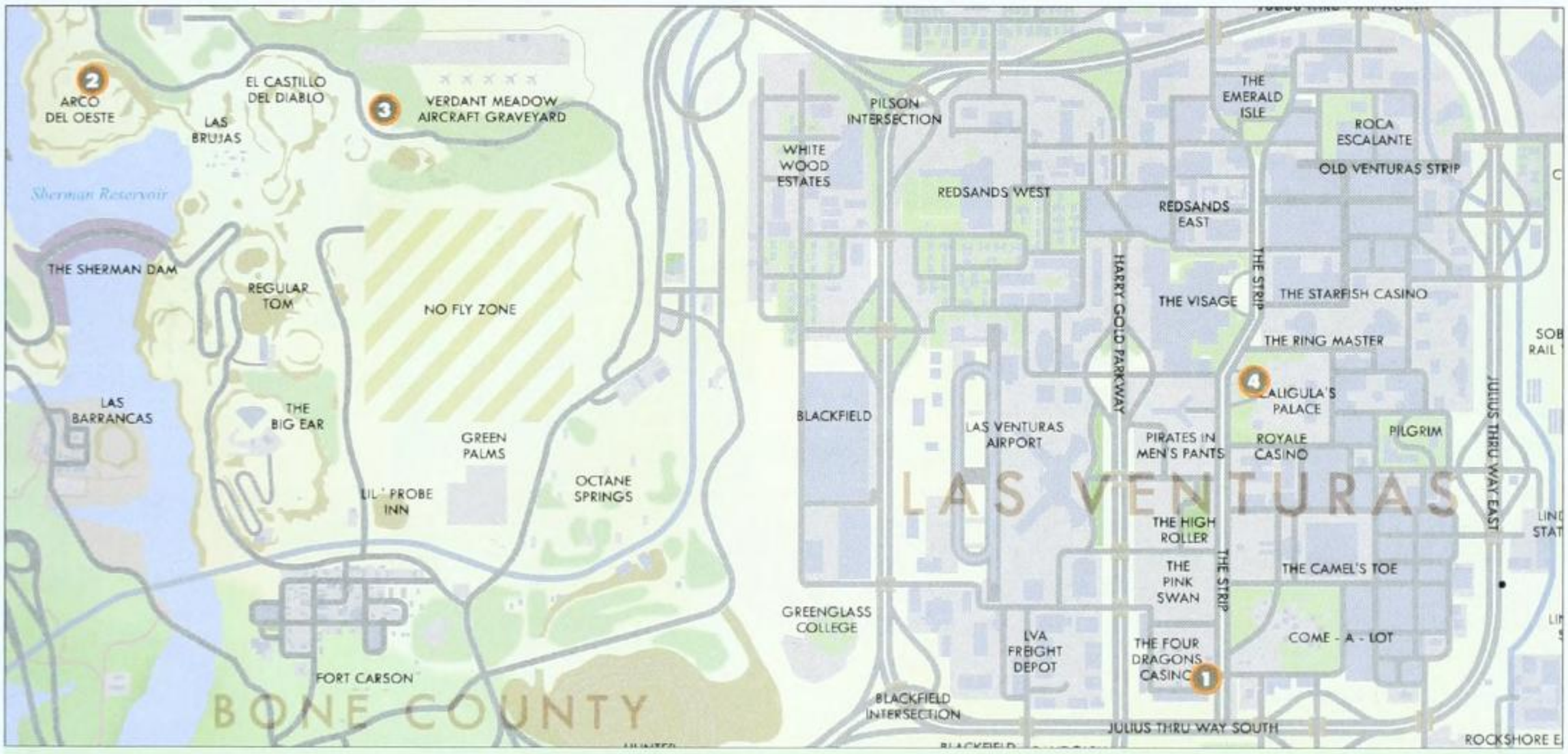
CASINO mission 4

# Don Peyote

**Respect Gained:**
5

***When you step into the red marker outside the front doors to The Four Dragons, CJ gets a phone call from The Truth, who wants to (as he puts it) "cash in some karma chips." The Truth took a UK band (guess who!) and their manager on a "peyote safari" into the desert a few nights ago, but he got separated from the group and ended up in Los Santos. Now he has no idea where the others are. He tells CJ he took them up Arco del Oeste, a good place to start the search.***

the story




1 **The Four Dragons entrance**
2 **Paul and Maccer**
3 **Snake Farm**
4 **Caligula's Palace entrance**

## Directions

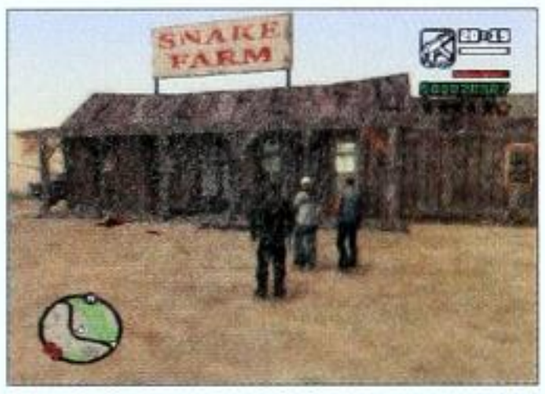
### Find Paul and Maccer

The manager's name is Kent Paul, and the band's lead vocalist is a goofball named Maccer. Vice City players will remember these names well. Grab a four-door car and drive west into the desert, following the blue blip on the map. When you finally get up the dirt road leading to the Arco del Oeste, drive into the red marker.

CJ finds Paul and Maccer lying in the dirt, just regaining consciousness. The two are in truly pathetic shape. CJ offers them a ride; Paul knows a guy named Rosie who runs a casino in Las Venturas, and asks to go there.

After the scintillating conversation, get in the car. Paul and Maccer automatically follow. They don't know where the rest of the band is, but Maccer remembers snakes, lots of snakes. CJ knows of a nearby snake farm.

### Take Paul and Maccer to Snake Farm




Follow the yellow blip east to the snake farm near El Castillo del Diablo. Along the way, make a quick stop for Paul, who has something he wants to toss. When you arrive, some local rednecks start raising hell with your boys, opening fire. Gun them down!

**Kill the Hicks**

If you don't kill the hicks right away, they chase you back to the hotel. Once you arrive there, you must fight them on the steps.

### Get Back to Rosie's Casino in Las Venturas

Hop back into the car, waiting for both Paul and Maccer to join you, then make your escape, speeding east toward Las Venturas. Paul says Rosie's place is called Caligula's Palace and it's somewhere on the strip. Follow the yellow blip on the map all the way to Caligula's Palace and drive into the red marker.

### Meet Rosie and Call Woozie

Paul takes CJ to meet Ken Rosenberg (another familiar name from Vice City), known as Rosie, who seems overjoyed to see them: "My despair is complete." Rosie seems afflicted by his position as a mob lawyer, bemoaning the fact that "every Mafia gorilla from Liberty City to Los Santos" is hassling him. CJ exits and calls Woozie, saying he's figured out a discreet way to scope Caligula's Palace Casino.

**Cell Phone Call: Paul**

Shortly after you leave Caligula's Palace, Paul calls to ask CJ for some help, saying Rosie's "in a tangle." CJ agrees to stop by the office. A white icon appears on the radar map to mark the location of Ken Rosenberg's office in Caligula's Palace.

CASINO mission 5

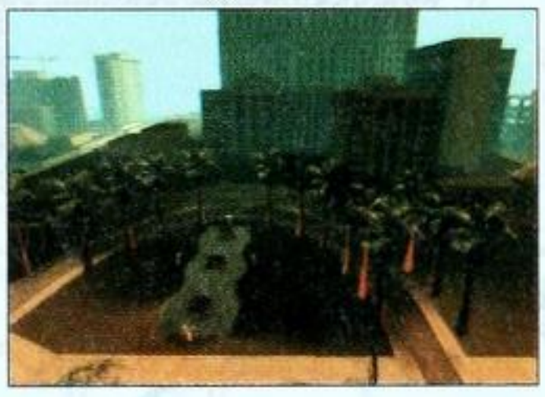
# Intensive Care

**Respect Gained:**
5

**Cash Gained:**
$5000

## the story

***Proceed to your new contact point at Caligula's Palace. Enter the casino, cross the lobby, and veer left just before you reach the gaming tables. Step into the red marker by the door to the Managerial Suites to enter the office of Ken Rosenberg, known as Rosie to friends like Kent Paul.***



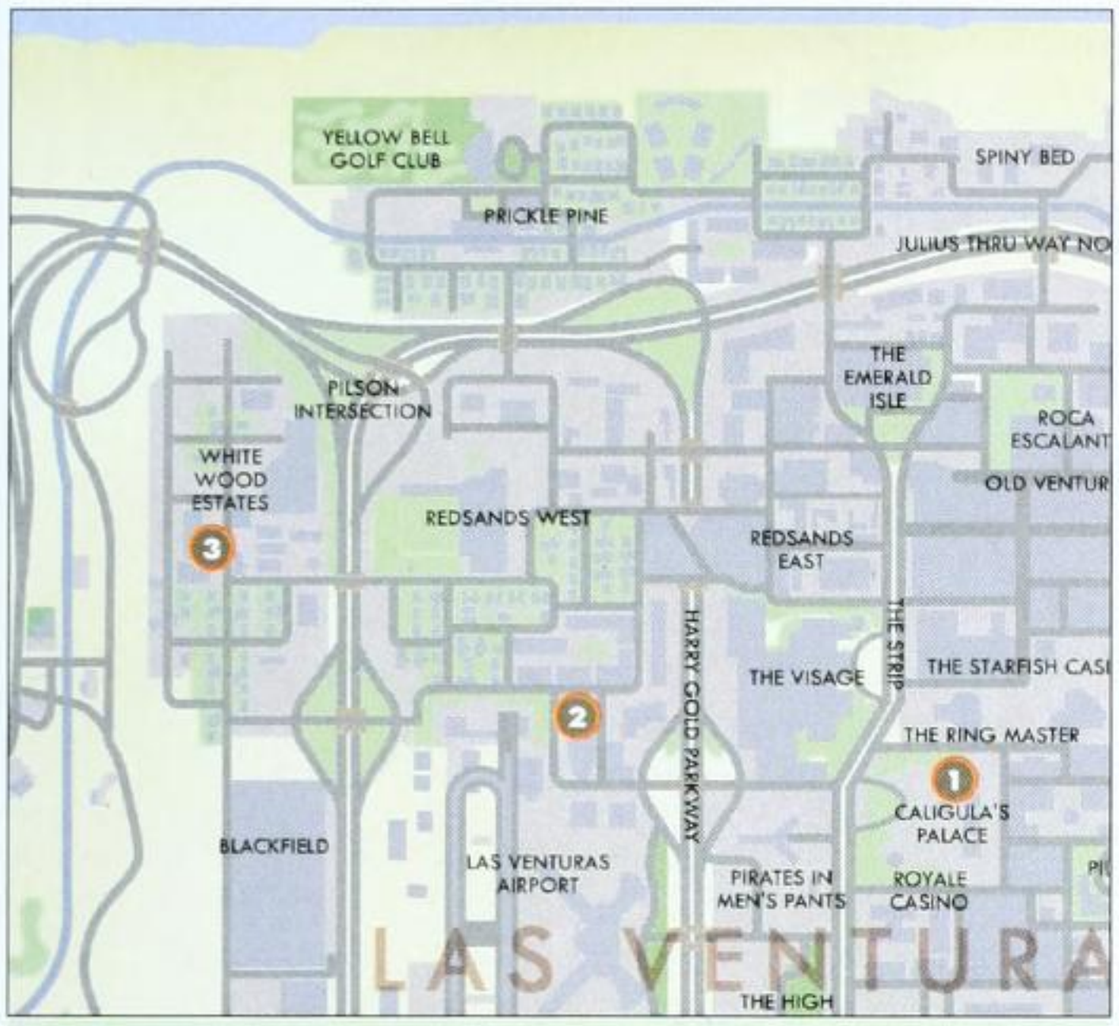
***Rosie explains his predicament. He started representing the Liberty City crime families and ended up overseeing their combined operations at Caligula's Palace. But none of the families trust each other to run the casino, so Rosie has been forced into the role of "neutral party"—a nice euphemism for "caught in the crossfire."***

***Now the Sindacco Family is on the warpath because Johnny Sindacco—the very same guy CJ tied to a car and scared back in the Fender Ketchup mission—is now in a shock-induced coma at the hospital. Rosie believes the Forelli Family will take this opportunity to whack Johnny. If any such hit succeeds, Rosie is a dead man. So CJ offers to help by moving Johnny from the hospital.***

Directions

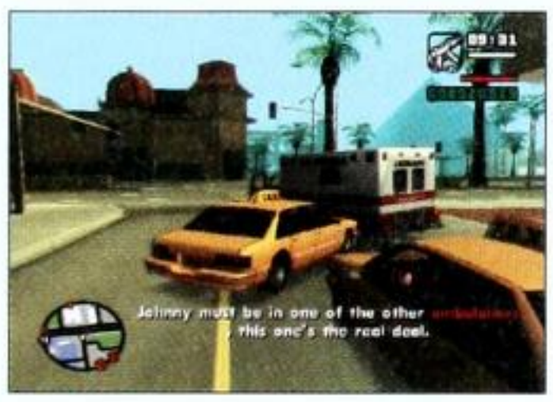
### Go to the Hospital

Grab a car and follow the yellow blip east to the Las Venturas Hospital in the airport district. When you arrive and pull into the red marker, CJ tries to pick up Mr. Sindacco. But he learns an ambulance just carted him off! Not good news. Must have been a Mafia pickup.




1. **Rosie's office**
2. **Hospital**
3. **Meat factory**

### Find Ambulance With Johnny Inside




Three red blips appear inside on your map, indicating ambulances on the streets of Las Venturas. One of them carries Johnny Sindacco and, no doubt, has a mob driver—his reaction will give him away if you ram his vehicle. Ram each ambulance. Unfortunately, if the first one you hit is a real ambulance team, an alert goes out and the Mafia knows you're on the prowl.

### Smash Mafia Ambulance Before They Escape!

Speed after the next ambulance. If it's the one hauling Johnny, you get a message saying so. Pursue it! Keep ramming and shooting at the Mafia-driven ambulance to show them you mean business.

### Get in Ambulance Before Mafia Backup Arrives

When you finally chase the Mafia driver and his accomplice out of the ambulance, fight them quickly or just hop into their emergency vehicle and drive away.

### Drive Johnny to the Meat Factory

Drive the ambulance to the meat factory in Whitewood Estates on the west side of town. Mob backup arrives soon and thug-filled cars hound you en route. Try hard to avoid collisions that allow them to catch you! When you finally arrive at the meat factory, drive into the red marker to complete the mission.

**NEW CONTACT POINT OPEN!**

***Completing the Intensive Care mission opens up the next mission in the Casino strand, The Meat Business. But it also opens a separate, standalone mission called Misappropriation with a new contact point marked by a "C" icon (stands for C.R.A.S.H.) on your map.***

CASINO mission 6

# Misappropriation

***Follow the "C" icon to a house up north in the Prickle Pine suburb. Pull into the red marker in the driveway to find Tenpenny and Pulaski cooking up some barbecue in the back yard. Their little side business is in big trouble, so they're laying low here.***

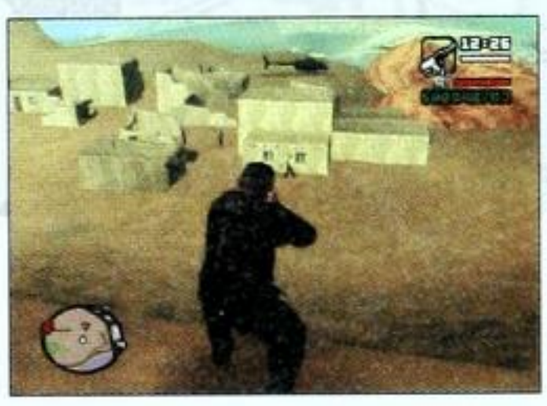
***Tenpenny wants CJ to assassinate an agent who has a dossier of incriminating evidence that he plans to pass along to the feds. The handover is taking place in a ghost town called Aldea Malvada, far out in the desert to the west, in Tierra Robada.***

# LAS VENTURAS • Casino

**1** Tenpenny's safe house **2** Meeting location **3** Emerald Isle helipad

## Directions

### Kill Target and Grab Evidence Dossier



Acquire a vehicle and make the long trek west to Aldea Malvada. We recommend something with good off-road capabilities—an SUV or a motorbike—so you can travel cross-country through the desert. When you arrive, the ghost town is swarming with feds! The inevitable exchange of gunfire tips off the target, who makes a run for it in a waiting helicopter.

**Discretion: The Better Part**

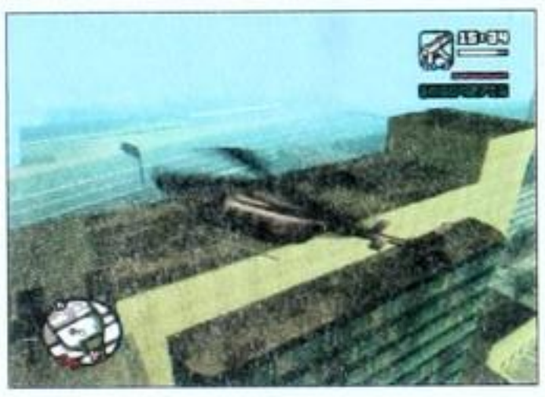
You are seriously outgunned in Aldea Malvada. We recommend a careful, stealthy approach to the ghost town to get as close to the second helicopter (the one you must take) as possible before opening fire on the federal agents. This way, you can board and escape without engaging in a full-fledged gun battle. Waste enough M4-toting gunmen to avoid being knocked out of the sky as you try to takeoff.

**Short Cut**

It's possible to pick off your target (red marker overhead) in Aldea Malvada with your Sniper Rifle before he even reaches his helicopter for escape! His guards will try to pick up the evidence dossier before you reach it, though, so hurry! If a guard nabs the dossier, a red marker appears over his head.

### Don't Let Your Target Get Away!

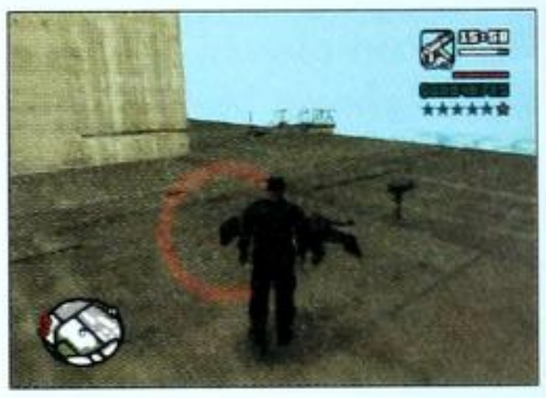
Fortunately, there's another helicopter nearby (blue marker overhead). Hop aboard this chopper and chase the target's helicopter, which is marked with a red overhead cone.



You can't shoot him down; if you knock your target from the sky, you destroy the evidence dossier, which triggers mission failure. (Tenpenny wants that dossier!) So just stay on his tail as his bird flies southeast over the Sherman Reservoir and Dam, then due east across Bone County to Las Venturas. The target's helicopter eventually lands on a helipad atop The Emerald Isle hotel and casino.

### Follow the Target's Lead

You can land on the same helipad, where the target has now abandoned his helicopter. Give chase with guns blazing and try to nail the target on the helipad. If you don't get him right away, however, the target runs downstairs into the multi-leveled parking garage below the helipad. Follow him!



The target may leap from the hotel rooftop and parachute down to the street. Follow suit with your own 'chute and use it to stay on his tail. When you finally get within range, blast the target and quickly nab the evidence dossier (marked by a green overhead cone) he leaves behind.

**Tenpenny's Call**

If you've already completed the **Freefall** mission, you get a phone call from Tenpenny right after you pass **Misappropriation** to set up a meeting place to hand over the dossier. If not, the call comes after you pass **Freefall** later, as in this walkthrough.

**MISSION PASS (1 OF 2)**

***Completing Misappropriation gives you one of the two prerequisites needed to open the High Noon mission later.***

CASINO mission 7

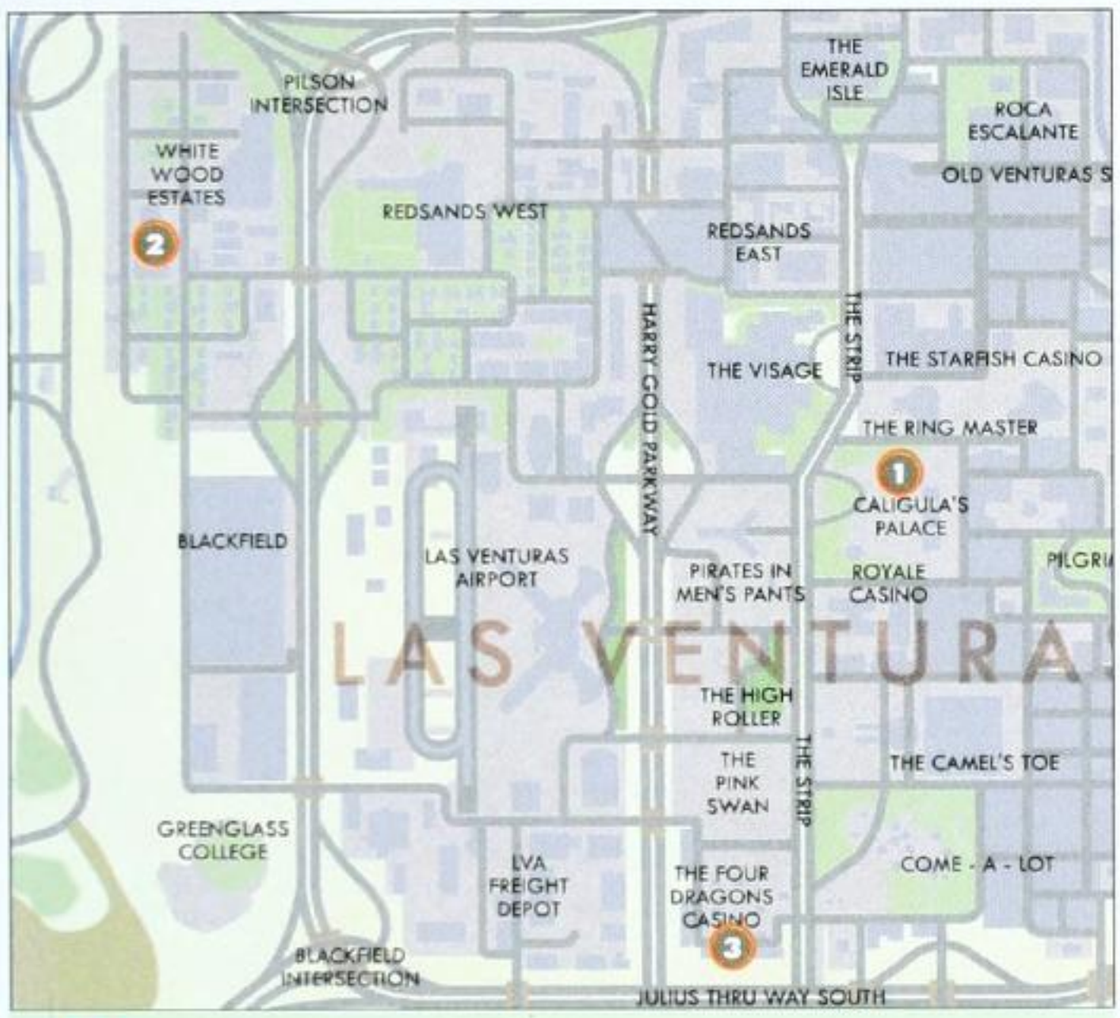
# The Meat Business

**Respect Gained:**
25

**Cash Gained:**
$8000

***Return to Caligula's Palace and go back to Ken Rosenberg's office. Rosie's happy with CJ's success, but he's not quite out of the woods yet. CJ convinces him to re-assert his managerial control and calm down the Mafia families. They head to the base of the Sindacco Family's smuggling operation, the meat factory in Whitewood Estates.***

***Unfortunately, Johnny Sindacco has emerged from his coma and is representing his family again. One look at CJ revives his terrors, and he collapses to the floor. His goons waste no time in launching an all-out attack on CJ and Rosie.***




1. **Rosie's office**
2. **Meat factory**
3. **Woozie's office**

Gun down the first wave of four Mafia goons in the entry hall. As you move toward the flaming doorway, Rosie ducks into another room to find a fire extinguisher. He tells you to take out the goons while he puts out the flames; he also starts up the meat conveyor, so carcasses on hooks start moving along ceiling tracks in the next room, adding another tactical challenge to the gunfight.

## Don't Get Trapped in the Freezer!

The next room is crawling with armed goons. As the flames die, strafe across the doorway, nailing Mafia gunmen. Then roll into the room, ducking and weaving and picking off more goons. After you clear the immediate area, Rosie decides to hide in the freezer, the blue-tinted room to the right, just beyond the open metal door. Don't follow him! If you join Rosie in the freezer, a Mafioso type runs up to the door control panel and locks you inside—mission failed!

Directions

## Protect Rosenberg and Kill All Witnesses

Someone throws a firebomb that blocks the meat factory door with flames. Then goons with guns and chainsaws spill out of the factory looking to slaughter both Rosenberg and you. Rosie's no help with the fighting; all he can do at first is cower. A "Rosenberg" health bar appears onscreen, and your job is to keep him alive long enough to escape. You must also eliminate every goon in the factory. No witnesses can survive.

### Body Armor

You can find Body Armor at the far end of the freezer room in the meat factory. However, if you pick it up before all Mafia goons have been eliminated, you could get locked inside the freezer. So if you want it, sprint hard to the Armor and run back out of the freezer or return for it later once the area has been cleared.

### Eliminate Goons, Room by Room

Cross the first room, using the moving carcasses for cover as you engage another squad of goons in a small connecting room at the opposite end. Beyond that is another big meat-processing room, crawling with mobsters. Pop up from a window position and pick them off, ducking for cover whenever necessary.

Each time you clean out a room, CJ calls out, "It's clear!" and Rosenberg follows into that room. A storage room full of boxes is off to the right of the meat-processing room. Clear out every last thug! Move along the stacks, watching for gunmen who hide around corners or hide in alcoves formed by boxes. You get a message that all witnesses have been eliminated when all of the meat factory rooms are goon-free.

### Exit and Drive Rosenberg Back to the Casino

Follow the yellow blip through the stock-house to the exit. Leave the building and hop in a car. Wait for Rosie to join you, and then drive back to Caligula's Palace. On the way, Rosie is sure he's good as dead, but CJ promises to find a way to make the mob merely think Rosie's dead.

**Cell Phone Call: Catalina**

You receive a phone call from Catalina offering her usual pleasantries. Yeesh!

**NEW CONTACT POINT OPEN!**

***Completing The Meat Business mission keeps the Casino strand going, but it also opens up a separate, standalone mission called Madd Dogg with a new contact point marked by the "D" icon on the map.***

CASINO titled scene

# Fish in a Barrel

***This isn't an actual "mission," per se, but it is a titled scene. Return to The Four Dragons Casino and go to the red marker outside of Woozie's office. Woozie greets CJ and Ran Fa Li, the Tong representative. He then raises a toast to their new partnership in the casino.***

**Cell Phone Call: Ken Rosenberg**

Rosie is frantic. The Leone Family has made their move. In fact, the head of the family, Salvatore Leone, is at Caligula's Pwalace right now, taking over the casino. Rosie predicts "war for Venturas. War, war!"

CASINO mission 8

# Madd Dogg

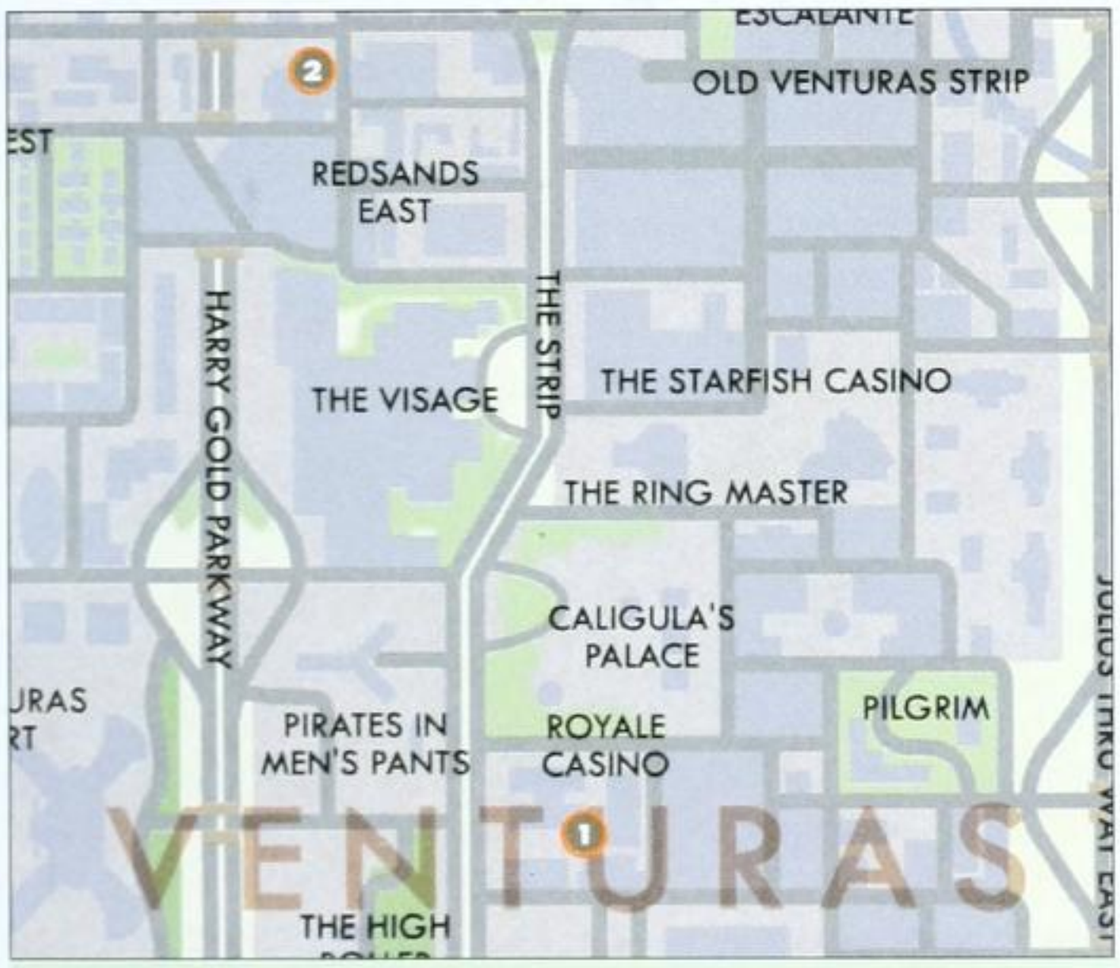
**Respect Gained:**
10

**PREREQUISITES NEEDED!**

***This mission is available only after you complete The Meat Business.***

***There's a new "D" icon on your map, so let's go check it out. Follow it to the Royale Casino just south of Caligula's Palace on The Strip. Enter the red marker at the casino door to find some morbid spectators urging someone to jump from a high ledge. CJ finds out the jumper is Madd Dogg, the rapper whose rhyme book you pilfered back in Los Santos! Dogg is despondent about many things (all CJ's fault, by the way), including the success of OG Loc. CJ decides to step in and save the poor fool.***

the story




1 **Madd Dogg**
2 **Mental clinic**

## Directions

### Use Pickup Truck to Rescue Madd Dogg

Turn around and sprint toward the pickup truck (marked by a blue overhead cone) in the parking lot. The driver stands next to it and will try to get his truck back, so pull away quickly. Drive the short distance to the red marker in the parking lot under Madd Dogg. The truck bed holds a load of soft boxes that would make a nice landing pad for the despondent rapper.

### Catch Madd Dogg When He Jumps

Now the camera shifts to an overhead view. You can only move your truck side to side under the ledge. Madd Dogg paces back and forth, getting ready to leap. Keep the bed of boxes aligned directly beneath him until he jumps.

### Drive Madd Dogg *Carefully* to the Hospital

If you lined up right, CJ saves the Dogg. Now you must drive Dogg north to the Ivory Towers Drive-thru Mental Clinic up in Redsands East, marked by the yellow blip on the map. A "Madd Dogg" health bar appears onscreen, already depleted by the fall. Drive slowly and carefully. Every bump or collision will drop the rapper's health a bit more.

When you finally arrive, drive into the red marker outside the clinic to complete the mission. Madd Dogg plans to look up CJ when he gets out of rehab. He needs a new manager, since his old manager took an unfortunate drive off the Santa Maria Beach pier.

**MISSION PASS (1 OF 4)**

***Completing Madd Dogg gives you one of the four prerequisites needed to open the Saint Mark's Bistro mission later.***

CASINO mission 9

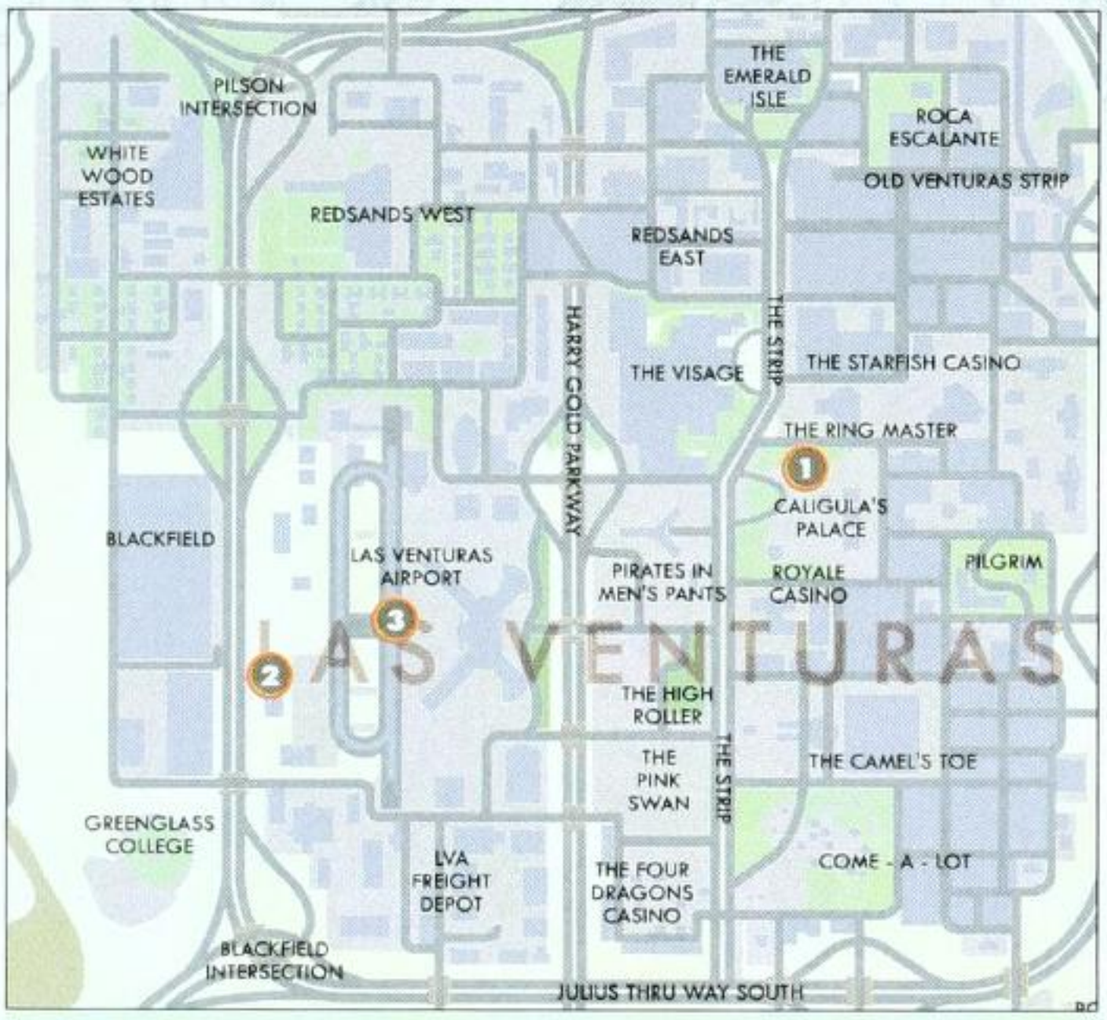
# Freefall

**Respect Gained:**
30

**Cash Gained:**
$15,000

the story

***Go to the red marker just outside Rosie's office in Caligula's Palace. Ken Rosenberg has a visitor—Salvatore Leone, head of the Leone Family based in Liberty City. Leone is taking control of the casino, and the other families don't like it. In fact, the Forelli mob is sending in a team of assassins to whack Salvatore, flying in this very afternoon disguised as a string quartet. CJ once did business with Leone's son, Joey, so Salvatore gives him the job of hitting the hit men.***




1. **Rosie's office**
2. **Hangar (steal plane)**
3. **Jet landing**

## Directions

### Go to the Airport

The Forelli hit men are flying in, so the obvious place to meet them is the airport. Follow the yellow map blip to the airport gate.

### Steal Plane in the Hangar

Now follow the blue blip across the tarmac to find the airplane stowed in the hangar. Board it to get the message that the hitmen's flight is scheduled to land soon.

**Hangar Armor**

Don't miss the Body Armor in the corner of the hangar where you steal the plane.

### Intercept Plane Before it Reaches the Airport

Taxi out onto the runway and take off. Use the map and fly due north toward the yellow blip, which is the incoming flight with the Forelli assassins. If the triangle blip is pointing upward, you're too low; if it's pointing downward, lower your altitude until you spot the plane. Once you reach the flight, bank around behind and follow it. Fly into the red corona just above it. When you hit the corona, a cutscene shows CJ bail out of his airplane and freefall. Amazingly, he lands atop the hitmen's private jet!

### Gun Down the Assassins

Now you switch to first-person shooter perspective. Use the R2 and L2 buttons to duck side to side for cover. When you pop back to the middle of the doorway, be prepared to aim and shoot, then duck sideways again.

Once you nail the fourth hitman, the pilot sneaks up behind you and opens fire. Kill him, and CJ automatically takes control of the jet.

### Fly Jet Back to Airport

Follow the yellow blip over the water and across the coastline until you reach the Las Venturas Airport. Land anywhere on the runway to complete the mission.

### Cell Phone Call: Tenpenny

Officer Tenpenny checks on the status of that evidence dossier you gathered for him back in the **Misappropriation** mission. (If you haven't yet completed **Misappropriation**, you won't get this phone call yet, obviously.) He wants to meet someplace quiet and "take care of things." He suggests another ghost town, Las Brujas, near "the devil's castle"—El Castilla del Diablo. Sounds like a fun plan.

***Completing Freefall gives you one of the two prerequisites needed to open the High Noon mission later. It also gives you one of the four prerequisites needed to open the Saint Mark's Bistro mission later.***

CASINO mission 10

# High Noon

**Respect Gained:**
10

**PREREQUISITES NEEDED!**

***This mission is available only after you complete the Misappropriation and Freefall missions and then get Tenpenny's cell phone call for a meeting at Las Brujas.***

***Ready for some face to face with the C.R.A.S.H. boys? It's a long haul to your next contact point, so if you've got an aircraft, use it! (You may have access to a helicopter after Misappropriation or a private jet after Freefall.) Follow the "C" icon across the map to Bone County and the tiny ghost town of Las Brujas. Walk into the red marker, and a police cruiser pulls up carrying officers Tenpenny, Pulaski, and Hernandez. CJ turns the dossier over to Pulaski.***

***Suddenly, Tenpenny slams a shovel into Hernandez's head and calls him a snitch. Then Tenpenny gives CJ the shovel and tells him to dig. Looks like CJ's usefulness to the corrupt C.R.A.S.H. crew is finally expended.***

***Officer Pulaski keeps watch as CJ digs his own grave. But Hernandez isn't dead yet, and manages one last lunge at his patrol partner. Pulaski finishes Hernandez, but the cop's dying fall puts a weapon in CJ's hands. Pulaski, a coward to the end, runs for his car.***

the story

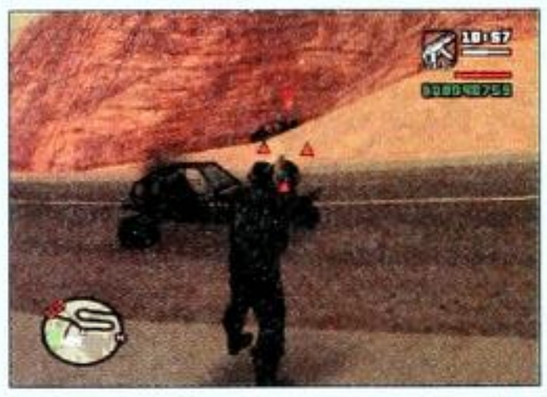
**1 Meet with C.R.A.S.H.**

Directions

### Kill Pulaski!

You can't gun down Pulaski before he reaches his car, but you can shoot out his tires. When Pulaski gets to his car alive, hop in the nearby Bandito dune buggy and give chase.

Pulaski's car is the red blip on the radar map, and it's marked by a red overhead cone. When you catch up, ram him repeatedly to slow him down, then pull alongside and open up with your MP5. Disable Pulaski's vehicle, then gun him down when he hops out to rush you.



### Cell Phone Call: Rosenberg

You get a call from Ken Rosenberg. Rosie's as morose as ever; he expects Salvatore Leone to whack him at any moment. You promise to get back soon. When you hang up, the Caligula's Palace icon reappears on the map.

### MISSION PASS (1 OF 4)

***Completing High Noon gives you one of the four prerequisites needed to open the Saint Mark's Bistro mission later.***

CASINO mission 11

# Saint Mark's Bistro

**Respect Gained:** 30

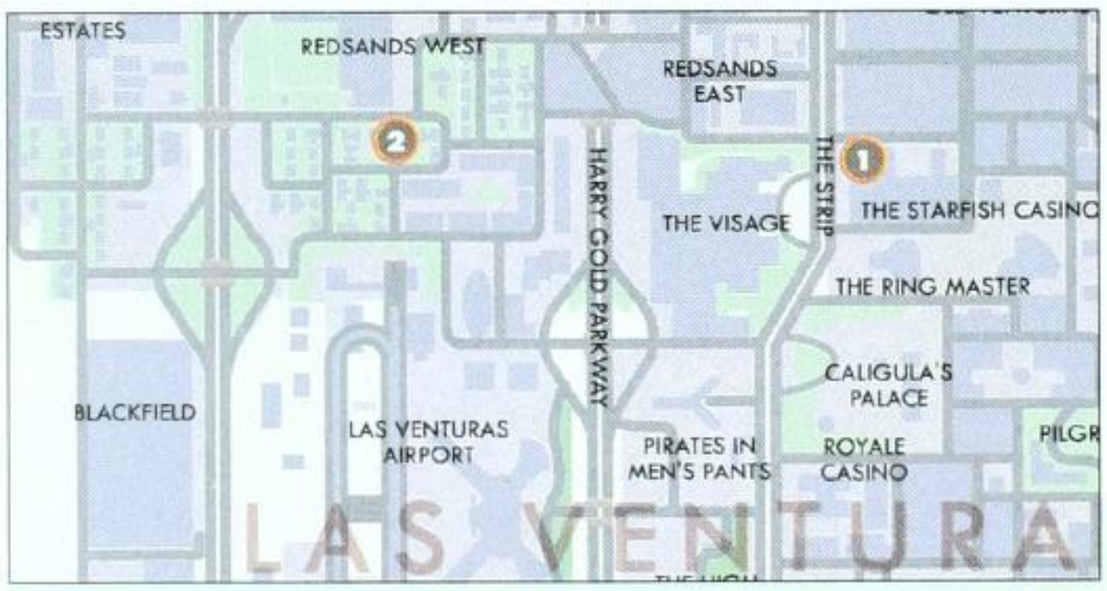
**Cash Gained:** $20,000

## the story

***Head for Caligula's Palace and walk into the red marker outside Rosenberg's office. Salvatore is pleased with CJ's work and wants him to hit the Saint Mark's Bistro in Liberty City next. You ask for backup, so Leone lets you take Paul, Maccer, and Rosie, a motley crew if ever there was one. Outside the casino, CJ sends his "backup" fleeing from Las Venturas to safety.***

### PREREQUISITES NEEDED

This mission is available only after you complete **Green Goo**, **Madd Dogg**, **Freefall**, and **High Noon**.




1. **Rosie's office**
2. **Jet to Liberty City**

### Fly to Liberty City

Take off and follow the yellow blip east. Once you finally reach it, the scene shifts to Saint Mark's Bistro in Liberty City (a place you never had an opportunity to enter in GTA3! Ahhh... memories). A guard tells CJ it's a private function, invitation only. CJ explains that Mr. Leone begs to differ, and he bats his way inside.

### Kill Forelli and His Bodyguards

Using the planter wall as cover, crouch down and pick off the guards one by one, then move over to the railing and nail any guards you can see downstairs. Watch out for attackers moving up the stairs to your left! Then proceed to the stairs. Having Grenades or Molotov Cocktails for this situation would be great—simply throw them over the balcony to clear the room below.

Shotgun Skill - Gangster level reached. Your rate of fire has increased, you can aim while moving and your strafe speed has increased.

Directions

### Get to the Airport

That's right, folks! You're heading to the world of Grand Theft Auto 3. Liberty City or bust! Grab a vehicle and head to the Las Venturas Airport, following the yellow blip to the gates. When you arrive, drive through the gates and follow the blue radar blip to the jet marked by the blue overhead cone at the end of the runway. Board the jet to take its controls.

Careful! More Forelli goons wait for you downstairs at the bar, and we're sorry to say they don't want to buy you a drink. Pause at the top of the stairs and face the room, then inch forward to the railing and pick off the two goons behind the bar. Descend warily. Another goon is posted just around the corner at the bottom of the stairs, tucked into an alcove on the right side of the bar.

The alcove leads to more stairs, leading down to a kitchen with a black and white tiled floor, then out a back doorway to a courtyard where guards wait by a parked car. When the last Forelli falls, CJ automatically exits Saint Mark's Bistro and ends up back in the jet.

### Fly Back to LVA

Follow the yellow radar blip back to the Las Venturas Airport and land anywhere on the runway to complete the mission.

### Cell Phone Call: Salvatore Leone

Soon you get one of two possible phone calls from Salvatore Leone:

- If you haven't yet completed The Heist strand and robbed Caligula's Palace (and you haven't if you're following this walkthrough), Mr. Leone calls to congratulate CJ on his stellar performance in Liberty City. CJ protects his friends (Paul, Maccer, and Rosie) by concocting a tale of their deaths. A pleased Leone tells CJ to keep a low profile. From here, you should head to the contact point in The Four Dragons Casino and finish up The Heist strand.
- If you've already finished The Heist strand, Leone has a significantly less friendly message for CJ. Enjoy CJ's taunting reply. It's then time to follow the yellow map blip back to a new contact point at The Four Dragons Casino and wrap up some unfinished business.

**MISSION PASS (1 OF 2) AND NEW CHAPTER OPEN!**

***Completing Saint Mark's Bistro gives you one of the two prerequisites needed to open the Breaking the Bank at Caligula's mission at the end of The Heist strand. It also opens up the final chapter of the game, Return to Los Santos, and its first mission, A Home in the Hills.***

new mission strand

# THE HEIST STRAND

**Cash Available in Strand:**
$100,000

**Total Respect Available in Strand:**
175

***After CJ steals the dynamite from Hunter Quarry, he's ready to start planning a big job. CJ and Woozie want to whack the Mafia's bottom line. The plan is to rob the mob casino, Caligula's Palace, and launder the money through The Four Dragons. But it takes a lot of preparation to pull off such a dangerous heist.***

HEIST mission 1

# Architectural Espionage

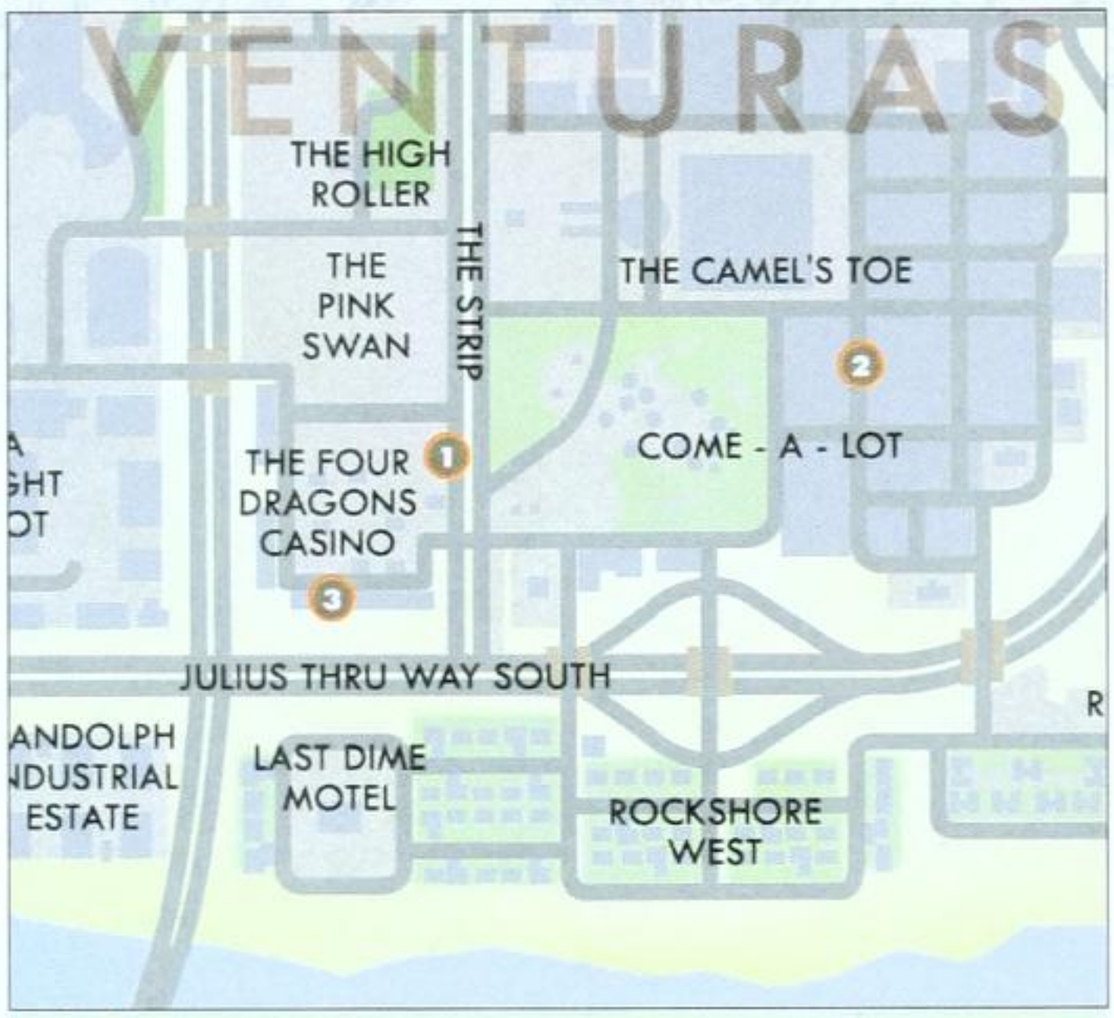
**Respect Gained:**
10

**PREREQUISITE NEEDED!**

***This mission is available only after you complete Explosive Situation, the second mission in the Casino strand.***

the story

***Enter The Four Dragons and follow the "$" icon on the radar to the Maintenance room where Woozie waits. CJ's excited about having a secret place like this to plan a heist. Woozie suggests CJ get a layout of Caligula's Palace casino, and that's that. Meeting adjourned.***




1. **Casino maintenance room**
2. **City Planning Department**
3. **Casino garage**

## Directions

### Grab a Tourist's Camera, If Necessary

You need a camera to photograph the casino blueprints. If you don't have one, drive north up the Strip toward the red blip on the map. Several tourists carry cameras near the Pirates in Mens' Pants casino complex on the west side of the Strip. Whack one and grab the camera he drops. You can also check our Las Venturas **Security Services** map for another hidden cameras in the area.

### Head to the City Planning Department

Drive to the location marked as a yellow blip on the map. The game warns you that security is strict in the City Planning Department, so don't start any trouble. Okay, whatever. When you arrive, make sure your weapons are holstered before you go inside the marked door, so the security guard leaves you alone.

To reply negatively press the left directional button. To reply positively press the right directional button.
Can I help you sir?

Approach the front desk. When the girl asks, "Can I help you, sir?" press the Right Directional Button to answer positively. CJ asks to look at plans for Caligula's Palace casino. She says okay, but asks if you're aware that reproduction of official blueprints is prohibited. Press the Left Directional Button to answer negatively; CJ didn't know that, and asks why. The girl doesn't want to be party to a daring raid. Press the Right Directional Button again so CJ responds positively with a load of hooey that mollifies the woman, and she buzzes open the stairwell door to the second floor.

**In a Nutshell**

Reply YES, NO, YES to the receptionist's queries by pressing the Directional Buttons in this order: right, left, right.

**Be Nice to Planners!**

Bad behavior is not tolerated at the Planning Department. Don't shoot or hit anyone. If you do, you immediately fail the mission.

### Climb Stairwell to Reach the Blueprints

Turn around and go through the door next to the sign on the wall that reads "Plan Library" with an arrow pointing up. A message tells you the blueprints you need to photograph are in the far room on the top floor. Climb the stairs until they stop at the top floor.

**Twin Hearts**

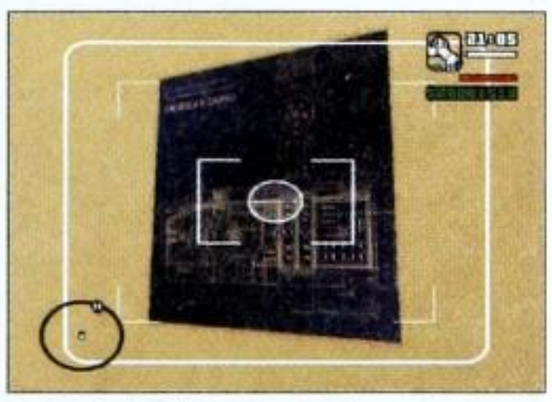
If you climb the stairs to the first floor of the Planning Department, you can find some goodies. Enter from the stairs and turn left down the main hallway. The first door on the left holds two spinning Health power-ups.

### Create a Diversion in Document Depository

When you reach the top floor, a message warns you that you must divert the guard's attention before you can snap photos of the casino blueprints. Go back downstairs to the first open doorway, turn right, and walk straight through the doorway ahead labeled "Document Depository."

Find the decrepit old air conditioning units (under green overhead markers) across the room and whack them with a baseball bat or shoot them with any gun. When they explode, a fire alarm goes off. The alarm triggers an evacuation of the building.

### Photograph Blueprints Pinned to the Wall



Hustle back upstairs and run into the office at the far end of the hall to photograph the blueprint on the wall. When you've snapped a shot of Caligula's blueprint, you get a success message and a warning to get out of the building before you're caught. Do it!

The cops can't shut the bottom doors to lock you in because of the fire. Run back down the stairs; armed guards wait on nearly every landing to stop you, with a couple more in the lobby. Fight furiously and hurry out the front door.

### Take Camera Film Back to Four Dragons Casino

Hop in your car and rush to your destination, marked by the yellow blip on the map. Your Wanted Level is probably very high now, so drive aggressively. Don't let the cops box you in! When you reach the casino, drive around the left side to the red marker by the garage area, then pull into the marker to complete the mission.

HEIST Mission 2

# Key to Her Heart

**Respect Gained:**
15

**PREREQUISITES NEEDED!**

***This mission is available only after you complete the Misappropriations and Freefall missions and then get Tenpenny's cell phone call for a meeting at Las Brujas.***

***Enter The Four Dragons Casino and follow the "$" icon to the red marker. Using maps made from the casino blueprints, CJ lays out the plan for the Caligula's Palace heist. The cash room is on the bottom level of the casino. Naturally, security is tight, including a keycode and several swipe-card access doors. Zero has supplied a security card reader, but you need a card to read first. So one more item is necessary—a contact on the inside.***

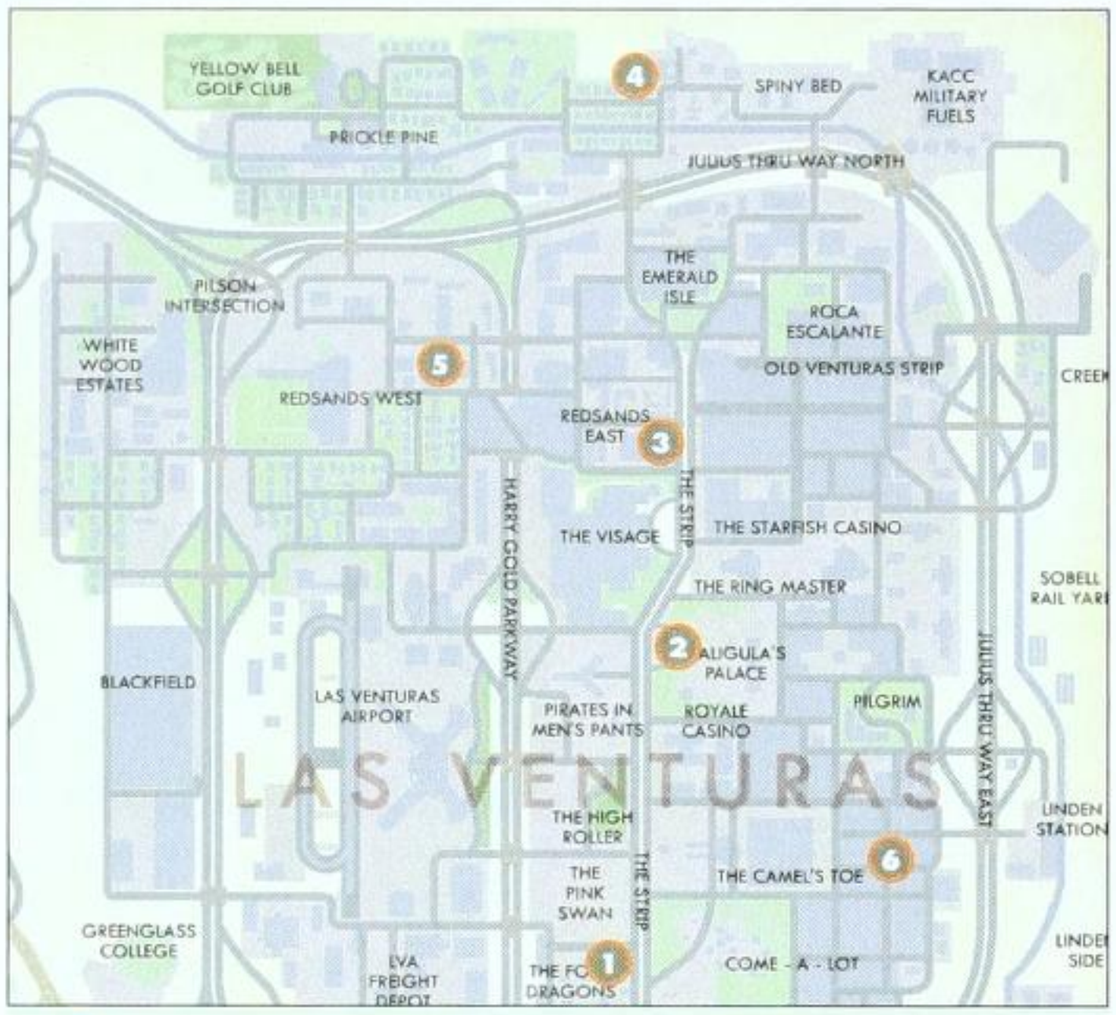
## Directions

### Get to Caligula's Palace Casino

CJ has a target in mind. Grab a car and drive north up the Strip to Caligula's. Pull into the circular drive and move into the red marker. A croupier has a keycard and knows the code. She exits the casino and drives away.

### Follow the Croupier

Her car is marked by a red overhead cone, and a red blip indicates its location on the map. Follow her, but keep your distance. A Spook-O-Meter appears onscreen. If you get too close, the meter bar rises; drop back a little to ease her mind. She stops for red lights, so be patient. Eventually she pulls into a strip mall and stops at the XXX Sex Shop.




1. **Casino maintenance room**
2. **Caligula's Palace (croupier)**
3. **Sex Shop**
4. **Croupier's house**
5. **Steakhouse**
6. **Dance club**

## Follow Croupier into Sex Shop

Park, get out of the car, and hurry into the red marker just outside the Sex Shop. Inside, walk to the back of the store, around the corner and into the red marker. (Hurry! If you don't find her quickly, you'll lose her and fail the mission.) This triggers a scene with the croupier, who tries on an outfit and takes a cell phone call from someone named Benny. She calls Benny "Master" and says she'll meet him at her house.

## Get a Gimp Suit and Follow the Croupier Home

Enter the back right dressing room to don a gimp suit, then hurry out of the shop and hop in your vehicle to follow the croupier's car again. Tear out of the parking lot quickly, but keep your distance and keep her Spook-O-Meter low. She gets ahead when she leaves the shop, but then makes some pretty erratic stops and turns. Be both quick and patient.

## Park Outside Croupier's House, Intercept Gimp

When the croupier finally arrives at her home, park in the red marker near the house. Now get out of the car, stand in front of the croupier's house, and wait for her gimp to arrive. The shirtless fellow comes slouching down the street soon enough. If he makes it to her house, the mission fails. Gun him down, nab the purple item he drops, and go to the red marker at the croupier's front door. She calls you inside, Master.

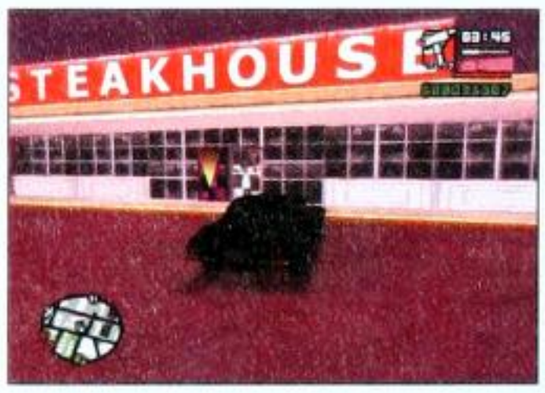
## Court Millie

After a private interlude, you emerge from the croupier's house (her name is Millie) with a new girlfriend. However, you'll have to wine and dine her a bit before she'll hand over the keycard. Start dating Millie by following the new Girlfriend icon (the red heart) to her house, then show her a good time so you can "make progress." Your goal: Get your "Progress with Millie" bar above 33 percent. A graphic bar appears after every date with Millie, allowing you to estimate your progress. You can check the exact percentage by selecting "Achievements" from the Stats page, then scrolling to the "Progress with Millie" number.

### Don't Be a Stalker

If Millie's not home, don't waste time just lurking and waiting until she gets off work at 2:00AM. She likes to dance, so hit theLas Venturas clubs to build up your Dancing skill. Go eat, beef up your stats, do some odd jobs, work out, or try other mission contact points in the Casino or Heist strands if you haven't completed them yet, then visit Millie's house again. For a sure-thing date with Millie, show up wearing the Gimp suit.

If Millie's home, there's a red marker in front of her house. Remember, she works in a casino, so she doesn't get home until about 2:00AM. Step into the marker to trigger her appearance and listen to her needs, then hop in your vehicle and she automatically follows. If Millie's hungry, take her to one of the restaurants, marked on the map by the fork/knife icon. (She's not too fond of burger or pizza places.) We recommend the excellent steakhouse, World of Coq, down in Redsands West. Millie thinks it's fabulous.



### Brutal Efficiency

If the dating scene is not your thing, gun down Millie when you meet her for the first date. Wait a while, and then enter her house to find the keycard.

If Millie's tired, take her home. Kill time productively by dancing or finding some flowers, then come back to Millie's after 2:00AM for another date. Give her flowers. If she wants to go dancing, take her to the club at The Camel's Toe casino complex down in southeast Las Venturas. Walk into the red marker on the dance floor to trigger the dancing interface, where you hit each designated controller button as it hits the circle.

### Flowers Say It All

Give Millie flowers to pick up some relationship points.

### Cell Phone Call: Millie

When your "Progress with Millie" bar (which appears after every date) finally exceeds 33 percent full, CJ gets a cell phone call from Millie. You find out she's not home. After you hang up, go to Millie's house, step into the red marker to enter, and then nab her security keycard.

That's just one more piece of the Heist puzzle. Head back to the maintenance room at The Four Dragons for the next planning step.

HEIST mission 3

# Dam and Blast

**Respect Gained:**
5

1. **Casino maintenance room**
2. **Airplane**
3. **Jump point**
4. **Quay landing spot**
5. **Generator room entrance**

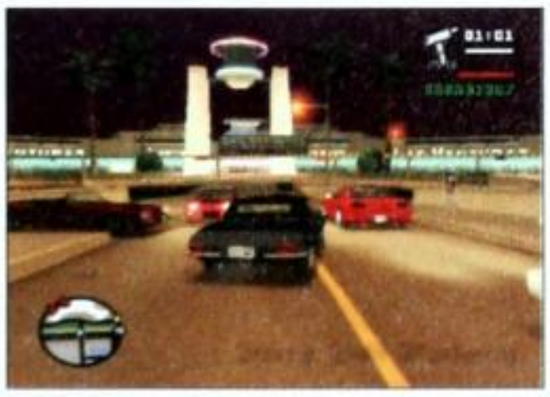
## the story

***CJ tries to conduct a briefing for the heist, but the crowd of "insiders" keeps expanding (nice Love Fist poster, CJ!). After a few interruptions, CJ gives up and heads off to the city's power source. His goal is to plant charges on the Sherman Dam hydroelectric generators that can be detonated during the heist, knocking out power to Caligula's Palace Casino.***

## Directions

### Go to the Airport

For this caper, you need an airplane and a parachute so you can drop onto the dam quay. Get a car and drive north up the Strip, then west to Las Venturas Airport. Follow the yellow radar blip to get through the gate.



### Get in Plane at the End of the Runway

Drive due west, following the blue radar blip to an airplane at the end of the runway, then board the plane.

### Pilot Practice

If you're having trouble handling the airplane, go back to school—Pilot School, that is. Head back to your airstrip out in the desert and go to the upstairs office to retake any flight tests you need, including the parachute test. Getting silver or gold awards on the tests at flight school will increase your Piloting Skill dramatically, which makes all air vehicles easier to handle.

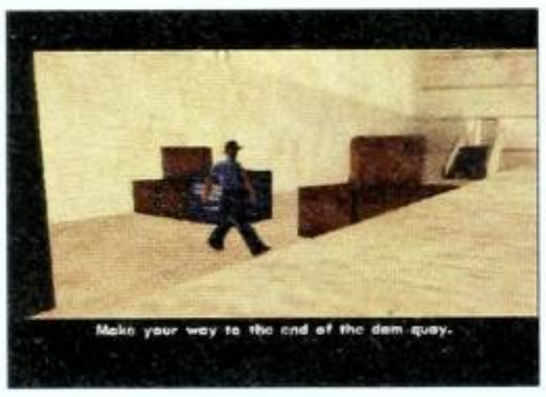
# LAS VENTURAS • Heist

## Fly Aircraft to Jump Point Over the Dam

Take off and climb to the plane's maximum altitude, heading west toward the Sherman Dam area. The jump point is south of the dam and just east of Las Barrancas, marked by yellow blip on the map. Determine whether the yellow blip is pointing up or down to decide if you need to climb or descend. When you get close, you can see a red corona in the sky. Fly into the corona and press the Triangle button to jump from the plane.

## Land On or Near the Dam Quay

Freefall for a while, guiding yourself toward the landing point on the quay that extends from the dam and is marked by the yellow radar blip. Open your 'chute with plenty of time to spare and continue to guide yourself toward the red marker on the quay. Land in or near the marker.



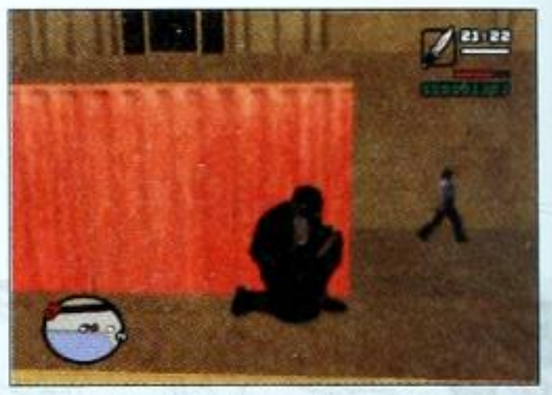

### In the Event of a Water Landing...

When parachuting to the dam quay, it's okay to land in the water. Just swim to the low platform on the quay and climb the stairs to the top.

## Sneak to End of the Quay to Find the Knife

After you land, crouch and sneak down the quay without letting any guards spot you. Follow the green blip to find the knife stashed in front of the red crate, then hop up on the railing and check the moving red blips on your radar. Try to maneuver past them on the ledge or get behind them for stealth kills.

## Get Past Guards and Find Entrance to the Generator Room



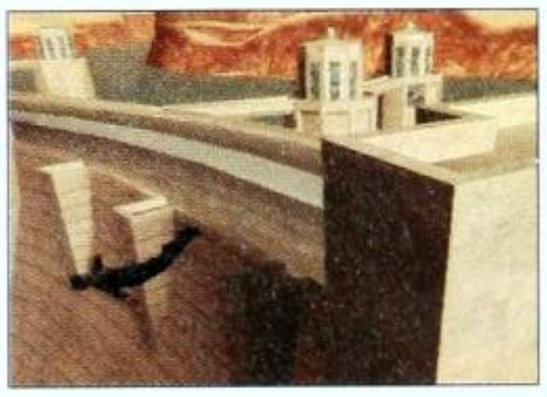
Follow the yellow blip to the door at the far end of the quay, then step into the red marker. This is the entrance to the generator room. Guards abound in here; you want to remain silent and practice evasion to avoid setting off a general alarm. A cutscene reveals that security has locked the quay entrance and cops are on the way.

## Place a Satchel Charge on Each Generator

Five generators must be rigged with explosives. Each one has a red glowing tip and appears as a yellow blip on your radar. Crouch and move forward, using the shadows to stay concealed until you can sneak behind patrolling guards for stealth kills. Climb the stairs to reach the generator platforms.

When you reach each generator, face it and press the Triangle button to place a charge. When a generator is rigged, its yellow blip disappears from your radar. Once all five generators are rigged with charges, head for the red marker at the far end of the generator room.

Step into the red marker to trigger a cinematic of CJ's wild escape from the Sherman Dam. After the swan dive, swim to the Reefer and pilot the craft to shore, then jack yourself a vehicle and head back to The Four Dragons.



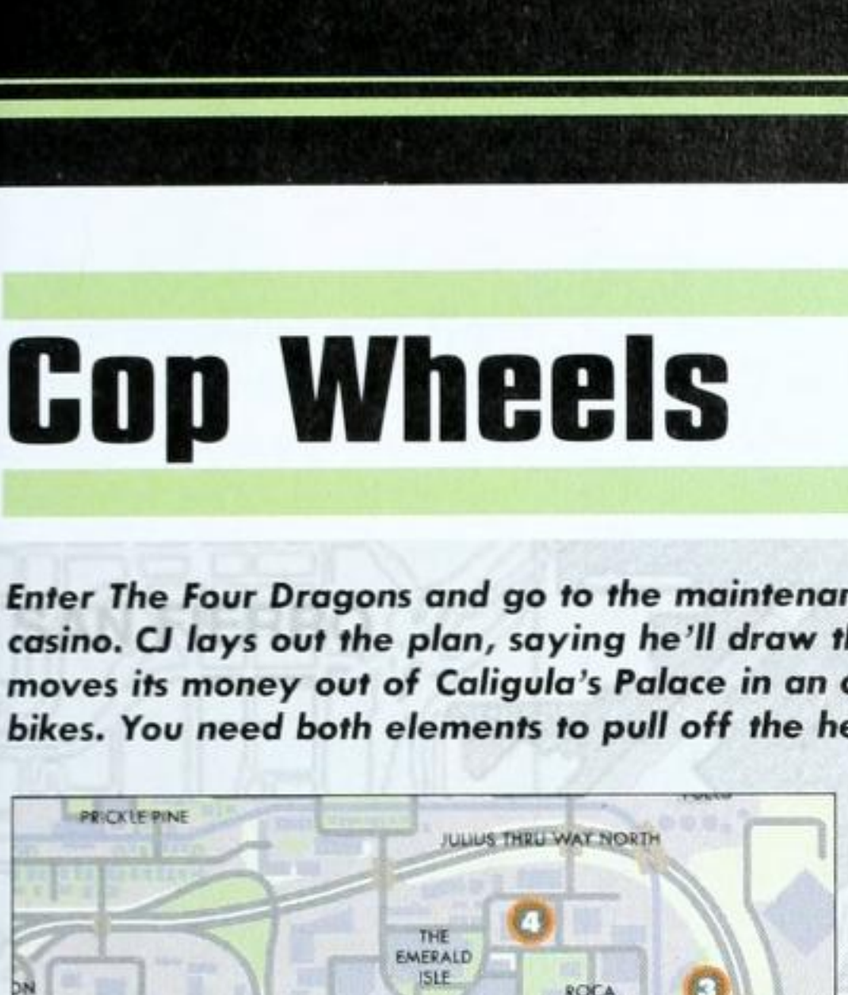
HEIST mission 4

# Cop Wheels

**Accomplice:**
Truck driver

**Respect Gained:**
20

***Enter The Four Dragons and go to the maintenance (heist-planning) room on the right side of the casino. CJ lays out the plan, saying he'll draw the heat while the others grab the green. The mob moves its money out of Caligula's Palace in an armored car escorted by police "outrider" motorbikes. You need both elements to pull off the heist. First up: Gather some "cop wheels."***




**1 Casino maintenance room**

**2 3 4 5 Police bikes (start locations)**

## Directions

### Steal Cop Bikes, Store Them in Packer Truck

A timer appears onscreen, counting down from 12:00. You have exactly 12 minutes to steal four San Andreas Police motorbikes to create the fake cop escort for your heist. Green blips mark the locations of the four targets around town. After you steal each bike, you must ride it to the Packer truck that circles the outskirts of town and drive up the Packer's back ramp. Jack a fast car and hustle to the first motorbike location. You can find one bike apiece at Linden Station, Julius Thruway East, Las Venturas Airport, and Roca Escalante. (Nabbing bikes in this order worked best for us, but you can steal them in any order.) When you get to the first bike, toss the cop off, hop aboard, and hurry away.

### Ride Bike Onto the Packer Truck

Speed to the Packer! The blue blip on the map marks the truck's location. When you reach it, get behind it and drive right up one of the rear ramps at a steady speed. When the bike attaches, you receive a message to get another police bike for the job.

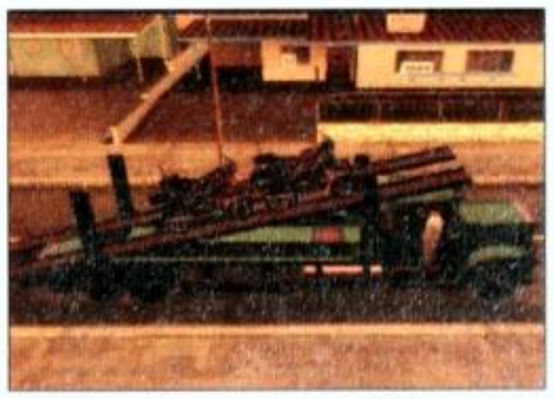
### Repeat Process with the Other Police Bikes

Dismount the bike, hop off the truck, jack the first car behind you on the Thruway, and then hustle toward the next green blip on the map. If the Las Venturas motorcycle takes off, you must chase him and gun him down, drive-by style. This mission gets tougher as you go, because your Wanted Level naturally rises as you steal more police vehicles.

**Star Busters**

Check the map for conveniently-placed Police Bribe badges to lower your Wanted Level.

When you finally get all four bikes onto the Packer within the allotted 10 minutes, CJ sends the truck back to the casino without him. Now you can jack another car at your leisure and head for your next contact point.



HEIST mission 5

# Up, Up, and Away!

**New Vehicle Introduced:**
Sky Crane Helicopter

**Respect Gained:**
25

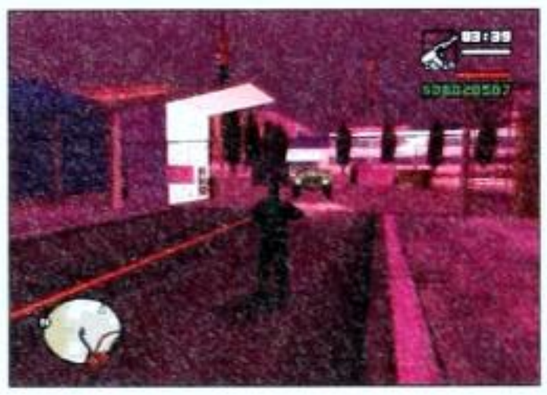
## the story

***This is a night job, so enter The Four Dragons and go to the heist-planning room on the right side of the casino between 22:00 at night and 6:00 in the morning. CJ's team has the bikes they need, and Woozie's getting the police and security uniforms necessary. But you need still an armored van. Zero suggests using a sky crane helicopter to literally lift a truck. Stealing such an aircraft requires entrance to a local military fuel dump, however.***

1. **Casino maintenance room**
2. **Military fuels depot**
3. **Van pickup**
4. **Van dropoff**

## Directions

### Sneak Into Base



Get a car and follow the yellow radar blip due north up the Strip, then work your way northeast to the K.A.C.C. Military Fuels depot. Approach the main gate. You cannot get inside the depot with a civilian vehicle, so wait until the next military vehicle leaves the base. Sneak into the base while the gate opens for the exiting Patriot.

### Get Into the Depot

The military guys are well armored so you'd better be packing an AK-47 or an M4. Gun down only the guards around the gate and dash into the open warehouse to the left of the entrance gate. If you were to climb over the fence you would become a sitting duck; the nearby guards will shoot before you hit the ground on the other side.

**High Sentry**

If you moved deep into the K.A.C.C. parking lot, watch out for the shooter up on the helipad!

### Fight Through the Warehouse

Moving through the loading area lined with crates. Proceed under the big crane and turn right into the warehouse. Carefully fight your way through the stacks of boxes, where at least eight guards are posted in various positions, both on the ground and on high catwalks.

### Get Up to the Roof

Be wary as you exit the warehouse via the far door (opposite side from where you entered); alert guards await your arrival. There's Body Armor to your left, behind some crates as you walk into the open area of the warehouse. Nab it when the area is cleared. Work your way to the right and find the stairway leading up. Fight your way up two sets of stairs to the building's rooftop.

### Man the Gun Emplacement and Fight Two Gunships

Clear the guards from the helipad and run to the far end of the roof and step into the red marker to man the gun emplacement. The perspective switches to first-person, and two gunships attack. Knock them both out of the sky! When the second gunship goes down in flames, you automatically regain control of CJ's movement.

### Get to the Chopper and Get Out of Here!

Climb the last set of stairs up to the helipad and board the Sky Crane helicopter. Before you take off, note the onscreen controls for the copter's winch mechanism.

**Sky Crane Controls**

To raise or lower the Leviathan's winch, move the Right Analog Stick up or down. Drop the magnet onto a vehicle you wish to pick up, and press the Circle button to release it.

### Pick up Bank Van with Winch

Now the armored van location appears as a blue blip on your radar map. Follow it due south to the depot in Rockshore East, down in the far southeast corner of Las Venturas. When you arrive, hover over the van (marked by the blue overhead cone) and lower the magnet to pick it up.

### Take Bank Van to Your Airstrip in the Desert

A Van Health meter appears onscreen, so don't slam the van around as you lift it and leave. Avoid slamming the van into buildings as you fly straight toward the yellow radar blip until you reach the airplane graveyard near your airstrip. Lower the armored van carefully into the red marker inside the fenced enclosure and press the Circle button to release it. Now land the Leviathan in the nearby spot indicated by the red marker. The Leviathan will continuously spawn at the airstrip near the Pilot School building for your flying and lifting pleasure.

**Cell Phone Call: Woozie**

Woozie calls CJ here, but what he says depends on what else you've accomplished:

- If you haven't wooed the keycard out of Millie (the Caligula's Palace croupier) yet, you need to go back to the Millie's house and make more dating progress. If you kill her on a date, Woozie will call and tell you to break into her house and get the card. Then steal her card. (See the **Key to Her Heart** mission earlier in this strand.)
- If you do have Millie's keycard, an excited Woozie says "You the man!" and asks you to come back to The Four Dragons so you can get on with the Caligula's Palace heist.

**MISSION PASS (1 OF 2)**

***Completing Up, Up, and Away! gives you one of the two prerequisites needed to open the Breaking the Bank at Caligula's mission later.***

HEIST mission 6

# Breaking the Bank at Caligula's

**Respect Gained:**
100

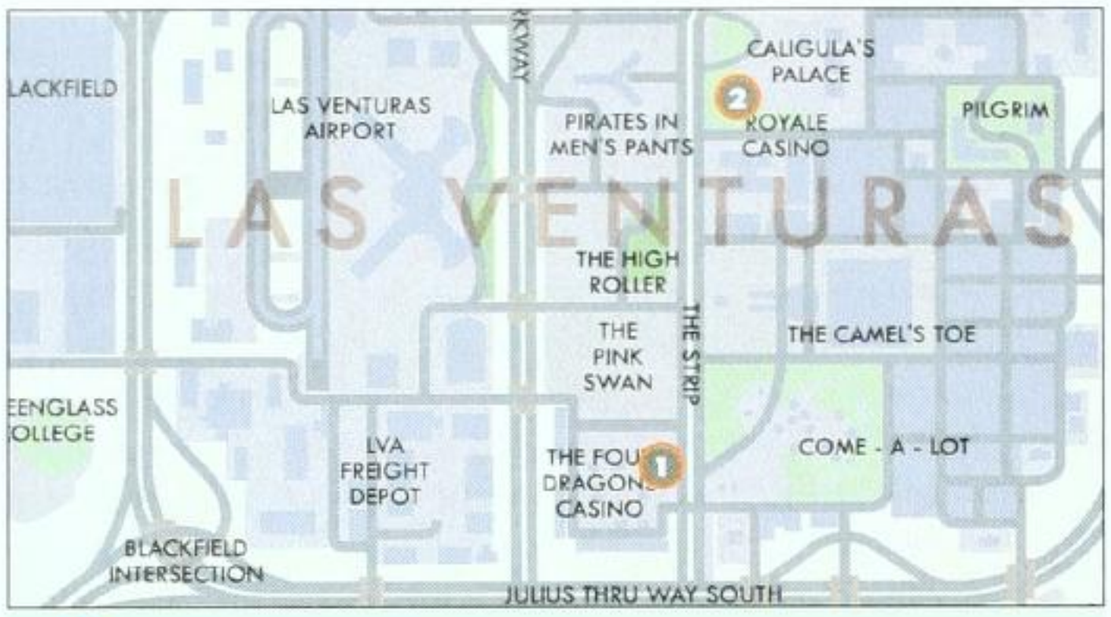
**Cash Gained:**
$100,000

***Enter The Four Dragons and go to the maintenance room where all the heist-planning has taken place. Dressed as a croupier, CJ gets ready to roll as other team members load up and move out in the disguised armored van. You have some special equipment for the heist, including Gas Grenades and Night-Vision Goggles.***

**PREREQUISITES NEEDED!**

***This mission is available only after you gain the keycard from Millie the croupier and complete both Saint Mark's Bistro (from the Casino strand) and Up, Up, and Away! (from the Heist strand).***

# LAS VENTURAS • Heist




**1 Casino maintenance room**

**2 Heist**

## Directions

### Enter the Mafia Casino

Get a car and drive north up The Strip to Caligula's Palace. Go inside the front doors without brandishing any weapons. Avoid fights or altercations so you don't attract attention or blow your cover. Stay cool! Your entrance triggers a timer that counts down from 4:00. You now have four minutes to get the team inside.

### Open the Keycode Door

Inside Caligula's, follow the yellow radar blip across the casino to the keycode door, which is the staff entrance. Keep your weapons holstered. After a nearby goon asks CJ some questions, approach the security door and press the Triangle button to use Millie's swipe-card to unlock it. Once the door opens, your next step is to find the backup generator room.

### Find Generator Room and Gas the Safe Room Guards

Zero guides you down one level. Go downstairs to the first door on the left and saunter casually past the armed goon who stands guard over the generator room.

Zero directs you to the ventilation grills on the back wall. Approach the open grill on the back-left wall and toss a Gas Grenade into the vent.

You see a cinematic of the grenade dropping into the restricted area outside the safe room and the guards falling unconscious to the floor. Zero tells you to find the security door next and use Millie's swipe-card to open it.

### Find the Keycard Door

Zero tells you he's hacked the casino's emergency lighting protocols, and then blows the charges you placed at the Sherman Dam. The power goes out and the casino goes dark. Don your Night-Vision Goggles, exit the generator room, and turn left. Go through the passage marked with the sign that reads "NOTICE: Authorized Personnel Only." At the bottom of the short staircase, turn left. Go down the corridor past the Sprunk! vending machine.

Just around the corner is the keycard door. Approach the swipe panel to the door's right. Press the Triangle button to use Millie's keycard. When the door opens, enter the room. Your comrades in the van are now at the service bay and need the door opened. Zero tells you to head down to the service bay.

**Health Boost**

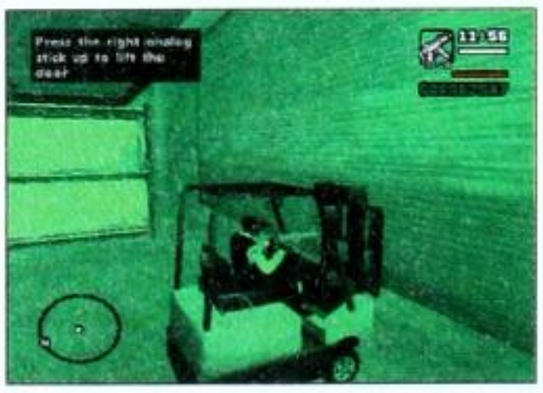
After you enter the security area using the keycard, note the Health power-up down the corridor to the right.

### Open the Service Bay Door

Inside the keycard door, follow the new yellow radar blip across the room and through the far door. Proceed along the corridor and around the corner to the next doorway, which leads into the service bay. The power's down, so the service garage door is unlocked. But the door is heavy, so you need mechanical help opening it.

### Use Forklift to Open the Roller Door

Find the forklift around the next corner at the far end of the service bay. When you hop aboard, a new yellow blip appears on radar. Follow the blip to the service garage entrance and its big roller door. (Drive straight ahead to the end of the service bay, and then turn right.) Drive the forklift prongs right under the door, then press the Right Analog Stick up to lift the door. Nice work! Your buddies back the armored van into the service bay, and the four-minute timer disappears.



### Clear Corridors of Security so Team Can Reach the Vault

Now a new timer appears. You have seven minutes to retrieve the money from the safe and bring it back to the van. Note the multiple red threat blips on your radar. Run interference for Woozie and crew, gunning down security guards as you move across the service bay, out through the keycard door and downstairs to the security door where the guards still lie unconscious from the Gas Grenade. When you reach the door, Woozie says he'll set the charges while you watch the door.

### Destroy Backup Generators

Suddenly, Zero reports that somebody's in the system trying to bring the emergency generators back up! Hustle back upstairs and gun down the guards in the generator room door. Hurry into the generator room and place Satchel Charges on the both emergency generators, which are marked with overhead cones. Then use the remote control unit to detonate the charges from a safe distance.

After the explosions, head back downstairs to the security doors. Woozie and crew automatically blow them open, and the team goes inside to load up the cash.

### Enter the Safe

Go inside the now-open safe. When you do, Zero reports a squad of Mafia gorillas on their way down to the vault! Nab the Body Armor in the safe and hurry back to the doorway to the stairs.

### Kill the Mafia While the Team Gets the Cash

Face the doorway and open fire! Several waves of mob goons try to fight their way into the security area. After you cap them, it's time to go!

### Lead Your Team Safely Back to the Van

Remember, the seven-minute timer is ticking away! Go upstairs, ready to fight. Your heist team automatically walks the route back to the service bay where the van sits, so stay ahead of them. Protect your guys! Gun down any Mafia thugs who try to stop you. The last doorway leading into the service bay is heavily defended, with two mobsters on each side. Zero's already unloaded the police bikes from the van, so the team is ready to go soon. The onscreen timer disappears.

**Don't Get Trigger-Happy!**

When you shoot your way through the last doorway into the service bay, Zero stands alone next to the van and motorbikes. Don't gun him down!

### Get to the Service Elevator

You're the decoy, so work back through the service bay. Zero's nemesis, Berkley, manages to restore the power, so remove your goggles. Follow the yellow radar blip; it leads you all the way back to the stairs that go up to the casino. Find the red marker and step into it to ride the service elevator up to the top floor of the casino.

### Access Casino Roof

After exiting the elevator, turn right and head through the doorway at the end of the hall. (If you go left, you reach a locked door.) Climb the stairs to the top, gunning down any guards on the way up, then go through the marked door onto the casino roof.

### Follow Rooftops and Collect the Parachute

A parachute sits atop the casino several roofs to the north. Head north (straight ahead) and hop up onto the rooftop, then climb up the sloped roof. A pair of police helicopters dogs your progress and drop SWAT team members onto the roof. Nail both birds with your rocket launcher. When you cross the peak of the first roof, gunmen open fire from below. Wipe them out and continue up the second sloped roof.

### Parachute Off and Escape in the Helicopter

When you finally reach the parachute, put it on. A quick cinematic shows you a police helicopter sitting on the roof near the Clown's Pocket Casino across the way. Jump off the rooftop and immediately press the Circle button to activate the parachute. Guide yourself over to the helicopter. Gun down the two cops by the copter and hop aboard the Police Maverick.

### Escape to the Safe House

Now fly through the angry buzz of police pursuit and follow the yellow blip across the map to your airstrip out in the desert at Verdant Meadows. When you finally reach the red marker, watch as Zero admits he told Berkley about the caper. But no matter—the heist is a success, and your bank account now swells with cash

# chapter 6
# Return to LOS Santos

*This final chapter of Grand Theft Auto: San Andreas starts in The Four Dragons Casino back in Las Venturas. Fresh from their triumph over the Mafia families, Woozie and CJ work to make The Four Dragons a success. But CJ grows tired of certain aspects of casino management—i.e., auditioning acts by "people of reduced stature." He longs for a triumphant return home where he can put things right. Then Madd Dogg's release from the rehab facility spurs CJ to make his move.*

new mission strand

## THE MANSION STRAND

Madd Dogg's magnificent mansion is now headquarters and haven of a drug dealer, Big Poppa. This fact enrages CJ; the home, he feels, belongs in better hands, and would make a good base of operations for a move back into Los Santos.

**Total Respect Gained Throughout Strand:**
130

**Cash Gained Throughout Strand:**
$50,000

**Property Available:**
Mansion

MANSION mission 1

# A Home in the Hills

**Respect Gained:**
40

the story

*Go to Woozie's office in The Four Dragons to see Madd Dogg's return from rehab and CJ's decision to retake Dogg's Mulholland mansion from the drug lord, Big Poppa. Cut to the mission setup: Triad members land via parachute on the mansion helipad. They set some red flares to help guide in CJ and the rest of the team, who parachute down from the transport plane.*

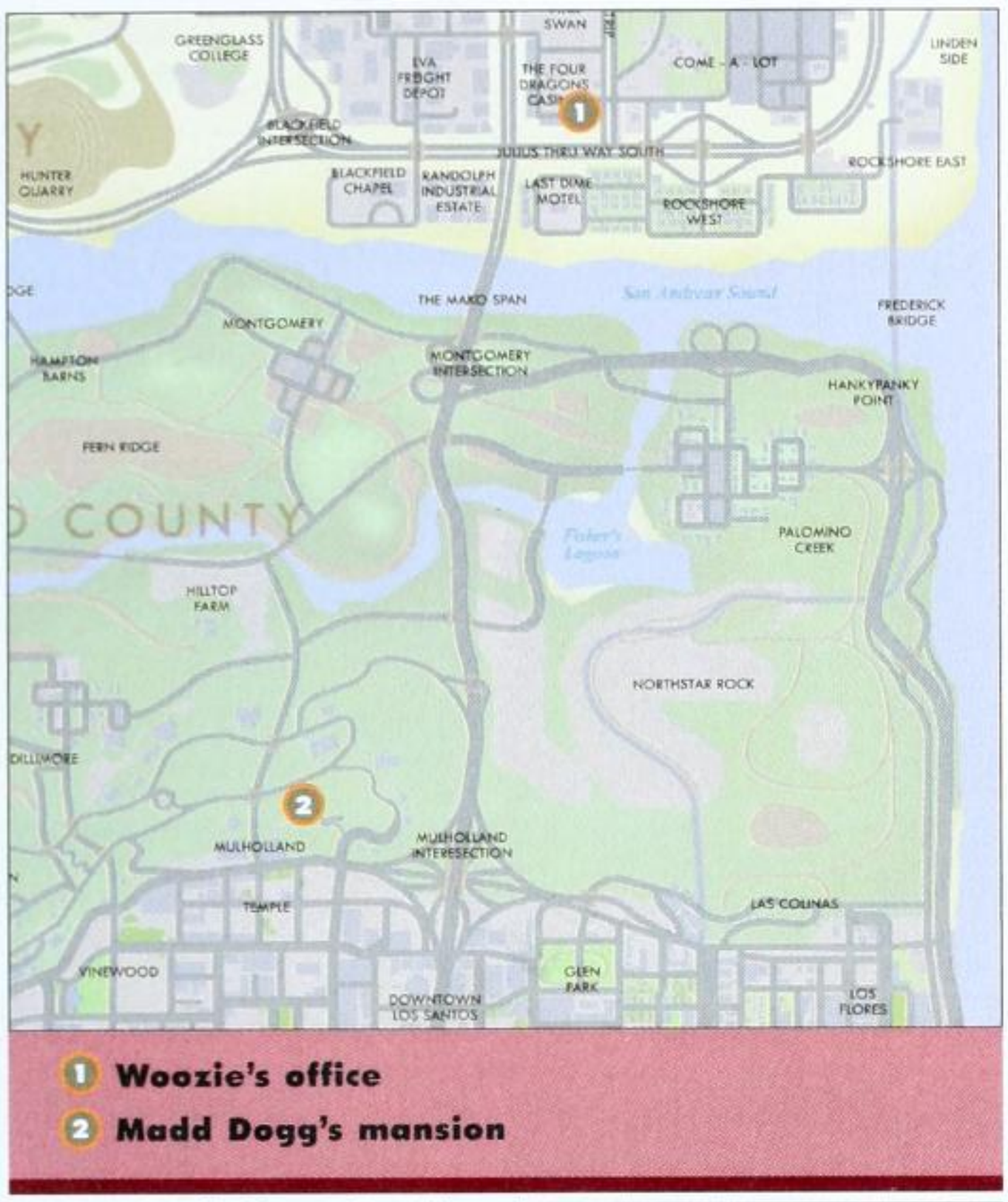
### Directions

**Land on Mansion Roof with the Triads**

Guide your parachute on the same trajectory as the four Triads floating below you, descending onto the flare-lit helipad. You land in a hornet's nest, as enemy gunmen now swarm the roof!

**Land in Cover**

Veer to the right as you glide down onto the mansion helipad. Try to land behind the twin air conditioner units to immediately cut off enemy fire. Crouch as you land and grab the nearby Body Armor.




**1 Woozie's office**

**2 Madd Dogg's mansion**

## Keep Roof Clear Until Backup Triads Arrive

This is an old-fashioned shootout. Use all of the fighting tactics you've learned so far to survive the vicious helipad combat. Big Poppa's troops (about 30 in all!) pour onto the helipad from left, right, and center in wave after wave. When your Triad backup group is close to arriving, you get a message to protect them when they land.

## Lead the Triads Inside the Mansion

Once the Triads arrive, move down the ramp leading from the helipad to the mansion. Proceed across the balcony overlooking the swimming pool. Enter the double doors just around the corner. A Triad member tells CJ you're heavily outnumbered, but calm, cool tactics will prevail. Fine last words from the fellow.

## Search for Big Poppa, Kill Anyone Who Gets in Your Way

Avenge the Triad's untimely demise, fending off the five-man ambush (including two hidden in the planter on the left), then go through the next doorway and fight down the hallway hung with the paintings. (It should look familiar from your rhyme-book burglary.)

Watch out for pairs of enemies in every side room as you move down the corridor, and don't miss the Body Armor in the last bedroom on the right. Soon, you get a message telling you where Big Poppa is lurking.

## Big Poppa is Downstairs!

When you finally reach the main staircase, crouch and approach the railing. Rain down fire on the enemy in the game room below, using the railing for cover. Killers lurk in both directions in the large front hall at the bottom. (Grab the Health power-up in the large kitchen to the left of the game room.) If you have them, throw Grenades or Molotov Cocktails over the balcony to help thin the numbers below.

Once you clear out the hall, move west past the dining room. Big Poppa (marked by a red overhead marker) appears at the end of the corridor, and yells "You chose the wrong house to rob, fool!" Then he makes a break for it.

## Chase Down Big Poppa!

Big Poppa runs down a series of corridors, and his men pop out of rooms to slow your progress. Shoot on the run, keeping after the drug baron. You fight through the TV room, bar, and swimming pool areas before you finally reach the front door. Exit the mansion to see Big Poppa hop in a fast car and try to escape. Fortunately, a hot red sports car is parked nearby, ready to be jacked.

## Run Big Poppa Off the Road!

Speed after Big Poppa, chasing the red blip on the radar until you have his car in sight. (It has a red marker overhead.) Keep banging into his rear fender to knock him around the road, then pull alongside and open fire with your MP5. Keep up the pressure until his car finally explodes. Mission passed!

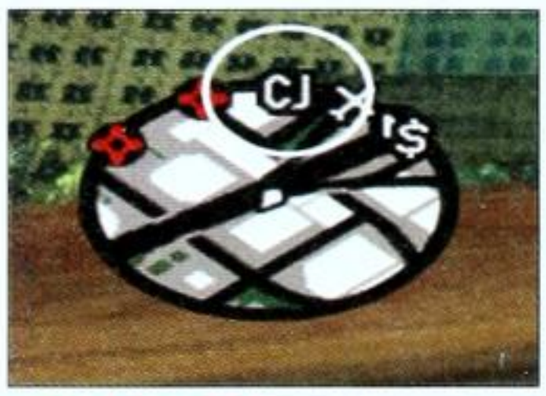
You now own the house, so you can go back and save your game at the disc icon upstairs on the third level. Drive back to the mansion, park by the garages, and get out of the car.

### Cell Phone Call: Ken Rosenberg

Rosie calls. CJ tells him to come join the crew in Los Santos; you need a sound engineer and an accountant. Rosie finds the offer, uh, ***amazing***.

This puts the "CJ" icon on the map, marking the location of your new headquarters at Madd Dogg's mansion. This is your new contact point, as well as your new home.

Go up the brick road that runs beside the mansion, and climb the stone barrier to reach the upper patio of the house. (Or take the long way through the front door and all the way upstairs to the top level.) Find the red marker (your Mansion strand contact point) on the patio just outside the doors at the top level of the house.



MANSION mission 2

# Vertical Bird

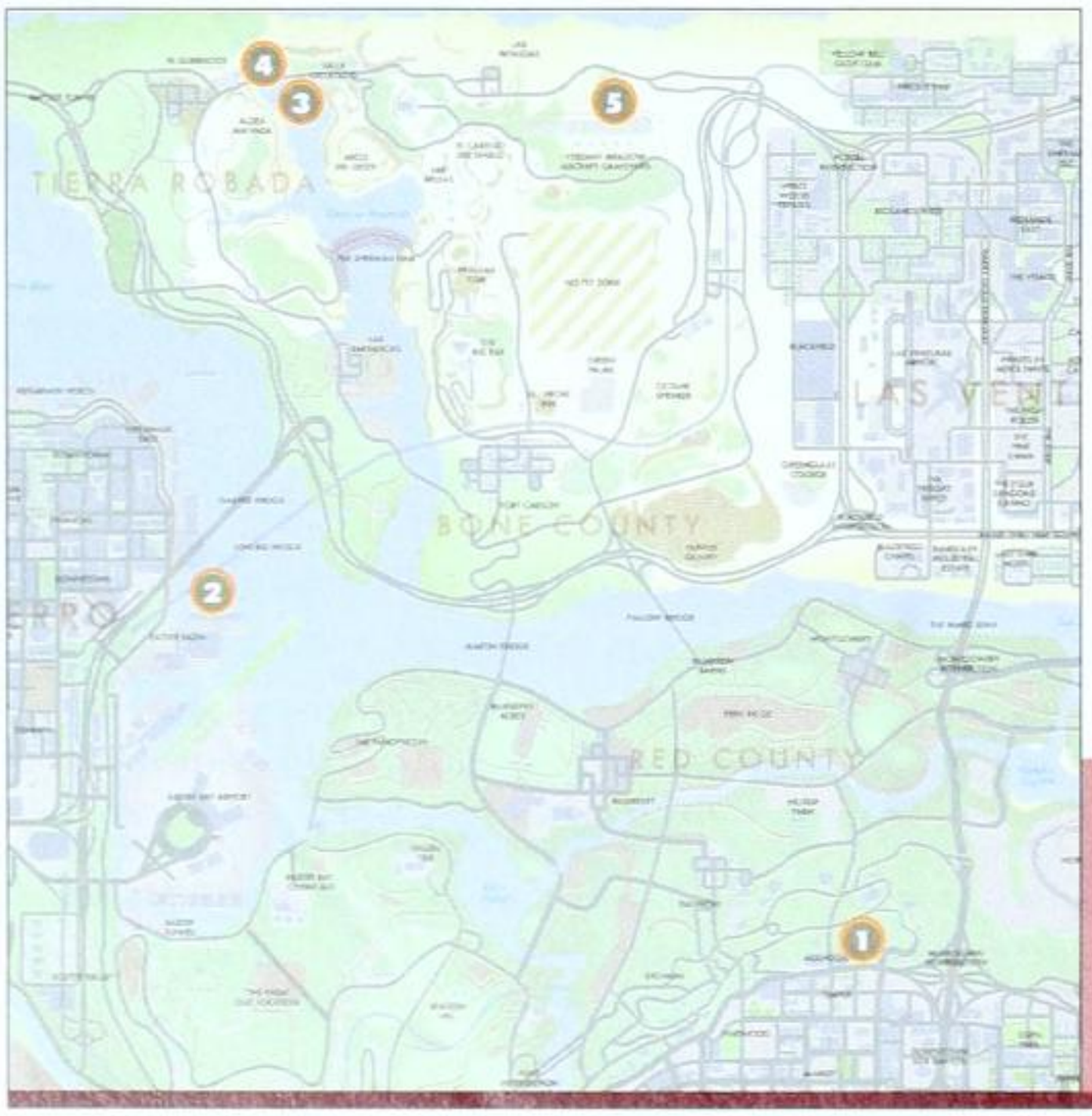
**New Vehicle Introduced:**
Hydra Jet

**Cash Gained:**
$50,000

## the story

***When you step into the red marker on the mansion's upper patio, you trigger a forward time jump—Madd Dogg is now back recording in his studio, with Paul, Maccer, and CJ listening in. Suddenly, Mike Toreno breaks into the frequency and asks CJ for one last favor. He's waiting outside in with a car.***

***Toreno drives CJ clear up through Red County to the waterfront along The Panopticon, where a speedboat is docked near the shore. According to Toreno, a flotilla of Commie spy ships lurk brazenly off the coast of San Fierro, monitoring transmissions to steal data technology. Toreno suggests that Sweet could be freed this week if CJ will just steal a military jet off a nearby aircraft carrier and use it to destroy the spy boats—"nothing big," says Toreno.***




## Directions

### Take the Speedboat to Aircraft Carrier Near San Fierro

All the gear you need is onboard the Squallo speedboat, including a Knife and a Silenced Pistol. Toreno will brief you via radio earpiece as you go. As you board the speedboat, Toreno tells you the ship you seek is moored in the Easter Basin Naval Base. Follow the yellow blip across the water as you swing out around the long pier to the aircraft carrier at Easter Basin docks. Guide your speedboat around its stern to find an opening to a docking bay inside the big ship.

1. **Mansion**
2. **Aircraft carrier**
3. **Spy boats (2)**
4. **Spy boats (2)**
5. **Airstrip hangar**

### Don't Boat Inside!

If you steer your speedboat right into the aircraft carrier's docking bay, it makes too much noise. The guards sound an alert and attack you with overwhelming force.

## Swim in to Avoid Detection

Toreno tells you to sneak in the back without being seen. Pull your boat close to the opening in the big ship, then jump in the water and swim inside.

Crouch and sneak up the ramp from the water, then wait and watch the guards up ahead. Wait until the guards start moving away from you, then hustle through the doorway into the cargo hold.

Move to the boxes on the right side of the cargo hold. Climb and move stealthily over the stacks, pausing to swing the camera around from time to time to keep track of the pacing guards. Eventually, you reach the far end of the hold where you can sneak through a door hatch to exit. Don't let yourself get spotted.

## Switch off the SAM Sites

Your ultimate goal is to steal a Hydra Jet, but before you can fly it off the carrier, you must deactivate the SAM (surface to air missile) sites. Climb the first stairway on the next landing.

Don't climb the second staircase; it leads to the top deck, and you don't need to go there. Instead, veer left of the stairs and approach the open hatch. Creep down the corridor to another pair of open hatches, waiting for guards to pop out as you go. Try to be stealthy and use a Silencer Pistol or get them from behind with the Knife. If you trigger the alarm, you'll just have to fight.

### Sprunk for Life

Use the Sprunk soft drink machine to buy a small boost of health.

Proceed through the hatch on the left into another cargo hold where a forklift drives back and forth. Turn right and move carefully through the crates (another guard hides behind one) until you reach a narrow room with a red marker in front of a console. Step into the marker to deactivate the ship's SAM site. (You see a brief cinematic of this.)

## Find a Hydra Jet

Exit the SAM control room and work your way down the length of the hold until you reach several Hydra Jets. There's one on a platform straight ahead. Kill any guards and hop aboard the Hydra. The platform rises to the main deck level. Fire up the jet and go vertical.

### Destroy the Hydra Jets

Destroy the two Hydra jets that you do not take from the carrier. Then there will be only one Hydra opponent.

### Hydra Controls

Hydra Jets have some additional flight controls. Use the Right Analog Stick to swivel the jet thruster nozzles either down (for takeoff and landing) or back (for forward thrust). The R3 button controls the landing gear.

To target an enemy jet, hold down the R1 button until you get a red target lock, then press L1 to fire a homing missile. When enemy missiles target you, punch the Circle button to launch countermeasures.

## Shoot Down the Pursuing Hydra Jets

As you bank away from the carrier, three Hydra Jets launch off the carrier and chase you. These appear as red radar blips behind your position. Turn and engage them one by one, locking on with your missile radar and knocking them out.

### Sink the Spy Flotilla

Now you can follow the yellow radar blips to the spy boats at the northernmost tip of the bay, north of the Sherman Dam in Tierra Robada County. Two pairs of enemy spy boats are tucked tightly into the narrow bay near the shore, so it's not easy to get a clean shot at them. Get your Hydra Jet to hover nearby, then press R1 to lock onto a boat, wait for the lock to turn red, and then fire; the boats will be destroyed.

### Fly the Hydra Jet to Your Airstrip, Then Home

After you finally destroy all four spy boat targets, Toreno washes his hands of the incident. Thanks, man! Fly the stolen jet to your airstrip up at Verdant Meadow. Land the Hydra Jet in the red marker on the runway, then taxi into the designated hangar to complete the mission.

**Airplane Dump**

When your Hydra reaches the mansion bail out and parachute to the mansion grounds. Save your game. Try to land directly in the red marker (upper patio) to trigger the next mission! Don't worry about losing this fantastic vehicle; one will now continuously spawn at Verdant Meadows Airstrip.

DIDIERSACHS
For those with discriminating taste
Rodeo, Los Santos, San Andreas

MANSION mission 3

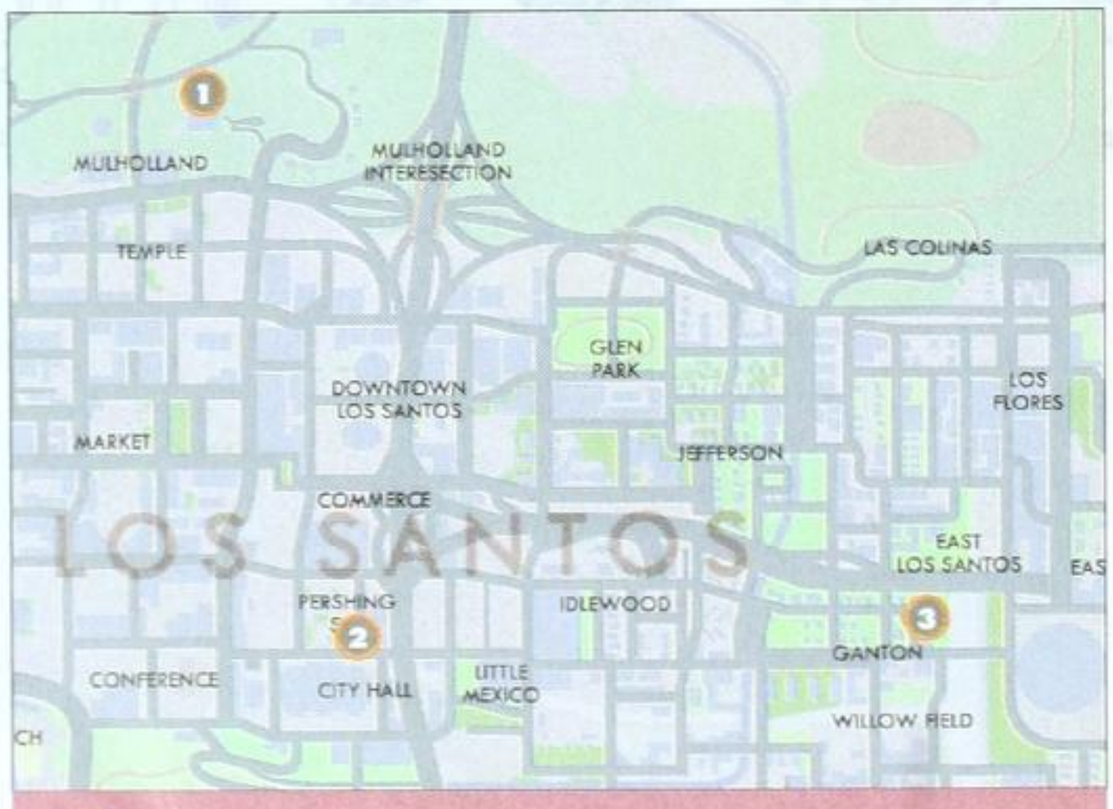
# Home Coming

**Accomplice:**
Sweet

**Respect Gained:**
40

the story

***Back at the Mulholland mansion, Toreno interrupts CJ's phone call with yet another surprise visit. Part of the surprise is a phone call from Sweet. He's out of jail, waiting in Pershing Square, outside the precinct building in Commerce! Toreno says he has one last, little job for CJ: "Go pick up your brother."***




1. **Mansion (upper patio)**
2. **Pick up Sweet**
3. **Grove Street**

## Directions

### Pick Up Sweet From the Precinct

Drive south to Pershing Square, following the yellow blip on the map to Sweet's location. Drive into the red marker outside the precinct building to trigger a long, bitter scene between the brothers. CJ tries to get Sweet to join up in his successes, but Sweet is all about the hood.

### Drive Sweet to Grove Street

Follow the yellow blip to Ganton. CJ takes Sweet to see how Grove Street is in the grip of base now, with the old gang values literally gone up in smoke. Sweet wants to go to their mother's house. When they arrive, the brothers find the place is overrun by strung out, crackhead junkies. Sweet wants CJ to help him clean up their house.

### Clean Out Local Crack Dealers

To reply negatively press the left directional button. To reply positively press the right directional button.
SWEET
You want some stuff?

The map suddenly fills up with red blips marking the location of drug dealers, and Sweet's health bar appears onscreen. Remember, the dealers are indicated by red markers overhead. If a dealer asks if you want some stuff, press the Left Directional Button to reply negatively and open fire. Move down the street and eliminate the dealers one by one. Make sure Sweet keeps following you, and pick up any drug money the dealers drop.

### Take Back the Hood From the Ballas

When you've eliminated all the dealers, turn your attention to the Ballas congregating on the streets. Shoot three or four Ballas to provoke a gang war! Attack all purple-clad, red-marked enemies to win back control of Ganton. Stay near Sweet when fighting and keep your brother alive by attacking any gangbanger who attacks him.

**Gang War**

Remember that when you trigger a gang war, the area under dispute starts flashing red on the map. When you've won the war, the map area turns green.

The Ballas come in waves. Move and shoot, and keep an eye out for Health power-ups in the street. This is a tough fight, because Sweet seems to have a mind of his own sometimes. When you finally regain control of Grove Street, Sweet refuses to go see Kendl, demanding instead that she "come home" to see him. The brothers still disagree on the sanctity of the hood, and Sweet returns to the family home (the Johnson House), CJ's old save house on Grove Street.

### Choose a Contact Point

Finishing this mission adds an "S" icon to the map, giving you a second contact point along with the "CJ" back at the Mulholland mansion. The choice is up to you.

**NEW MISSION STRAND OPEN!**

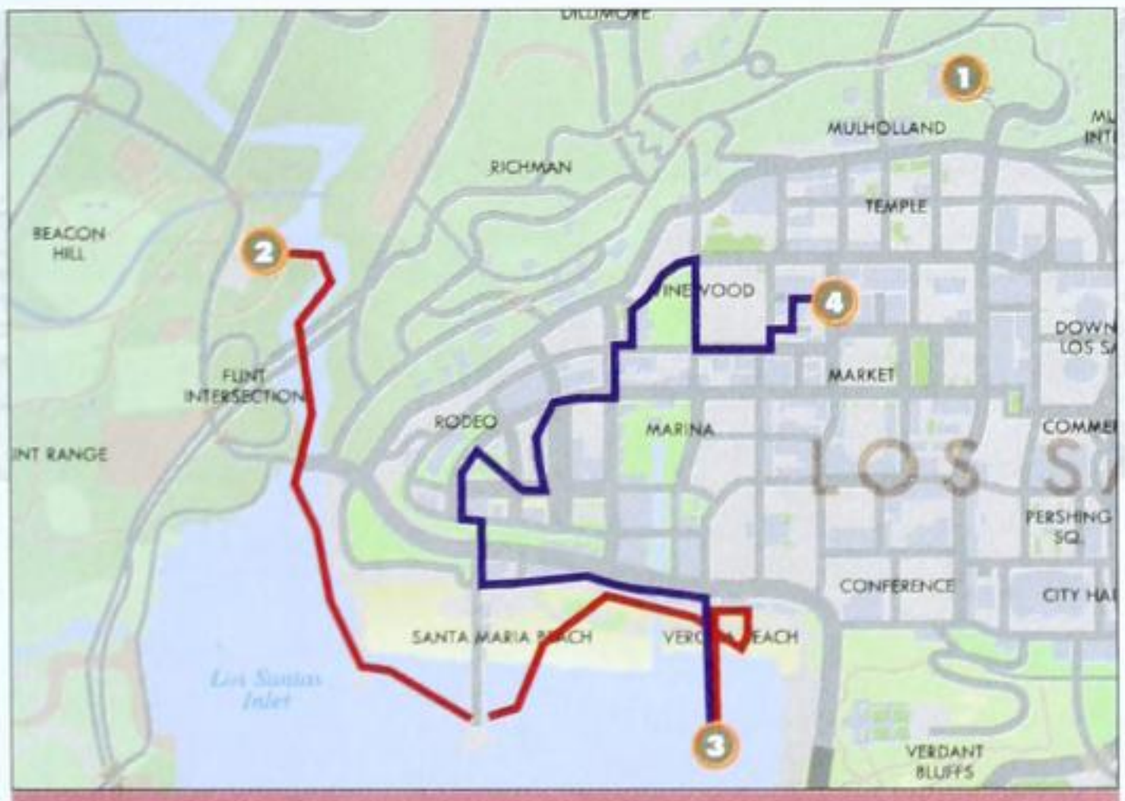
***Completing the Home Coming mission opens up a new contact point marked by an "S" icon, giving you access to the Grove Street strand and its first mission, Beat Down on B-Dup.***

MANSION mission 4

# Cut Throat Business

**Vehicles Introduced:**
Vortex hovercraft, Kart go-cart

**Respect Gained:**
40




1. Mansion (upper patio)
2. Video shoot (hovercraft)
3. Switch to go-carts
4. Record producer

Hovercraft chase

Go-cart chase

the story

***Madd Dogg is tired of OG Loc's bogus success. Then it hits him—OG Loc's rhymes are very, very familiar. In fact, they came from Dogg's own rhyme book! CJ agrees to make a "cameo appearance" with Madd Dogg on the set where OG Loc is shooting his latest music video.***

## Directions

### Take Madd Dogg to Video Shoot

Get in the car and wait for Madd Dogg to join you. CJ wants to drop in on OG Loc and recoup some royalties for his new man, not to mention the rhyme book. Follow the yellow blip east to the shoot in Flint County, right on the water. When you arrive, you see that OG Loc is being interviewed for TV.

When OG Loc sees CJ and Madd Dogg approach, he hops into a nearby hovercraft and takes off! CJ and Madd Dogg climb in separate hovercrafts to give chase.

### Don't let OG Loc Get Away

Follow OG Loc's hovercraft (red overhead marker) as it weaves through bridge struts and boats. You can't catch him, but you can lose him, so don't let him get too far away. He heads south and then east across the Los Santos Inlet, making a ramp jump right over a small dock off Santa Maria Beach. He then glides under the main pier and guns the hovercraft up the sand and around onto the main pier! Stay on his tail.

Down the pier OG Loc ditches his hovercraft and switches to a Kart. CJ and Dogg make the switch, too.

**Close Counts**

You can't catch OG Loc's hovercraft or go-cart, so focus on controlled driving rather than taking risks to overtake him. Just stay close and don't lose him to complete the mission successfully.

### Chase OG Loc in the Go-cart

Don't lose that fool! He drives up and down stairs, along the beach-front, then up onto the streets and over the freeway into the streets of Rodeo. From there he zigzags east into Vinewood and down through the alleys of the Market district. Eventually he shoots up a narrow stairway and ducks behind a Los Santos Fashion store.

In the cutscene that follows, CJ and Madd Dogg confront OG Loc in the offices of a record label. Suddenly, a producer named Jimmy Silverman of Blastin' Fools Records appears and offers to talk turkey with the Dogg. CJ steps in as manager while Madd Dogg finally recovers his rhyme book. All is well!

**MISSION PASS (1 OF 2)**

***Completing Cut Throat Business gives you one of the two prerequisites needed to open the Riot mission later.***

## THE GROVE STREET STRAND

Sweet's release from prison brings CJ back to the hood to set things right. The Johnson brothers attempt to secure the old neighborhood once and for all in the two missions of this strand.

**Contact Point:**
The Johnson House

**Total Respect Gained Throughout Strand:**
80

GROVE STREET mission 1

# Beat Down on B-Dup

**Accomplice:**
Sweet

**Respect Gained:**
40

***Back at Sweet's place on Grove Street, one of B-Dup's women tries to sweet-talk Sweet into getting high. He's vulnerable and despondent about the demise of the Families and the power of the crack industry. But just as the pipe goes to his lips, CJ storms in and chases the woman out. Then he rallies Sweet to the cause: taking back the hood, for good.***

**PREREQUISITES NEEDED!**

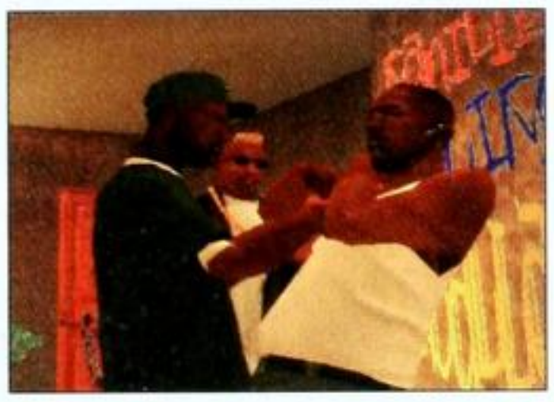
***This mission is available only after you complete Home Coming in The Mansion mission strand.***

## Directions

### Get to B-Dup's Place

After a pep talk from CJ, the brothers are ready to take down the pusher man. Hop in the nearby Greenwood, wait for Sweet to join you, and drive up to a couple of Grove boys on the street to recruit them.

Follow the yellow blip to B-Dup's apartment. CJ beats on the door, but a base-head in the hall says B-Dup moved over to Glen Park. Get back in the car.



### Go to Glen Park and Take Over the Ballas Territory

Head north to Glen Park, a place Sweet calls "heart of Kilo Trays country." When you arrive (Glen Park is a purple area on the map), start gunning down Ballas dressed in purple to provoke a gang war. Sweet's health meter appears onscreen, which means one of your tasks in this mission is to protect him. You must defeat all Ballas gang members and win the territory before you can confront B-Dup.

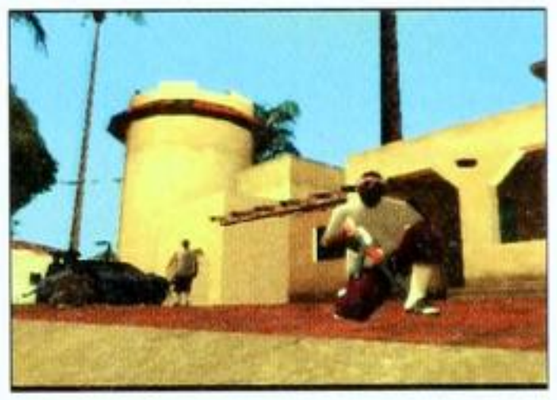
**Watch for Purple Blips**

Remember that once you provoke a gang war, the enemy gangsters appear on the map as blips that match their gang color—in this case, purple for Ballas. Use your radar to hunt down targets.

Remember to keep an eye on Sweet's health. He can take care of himself pretty well, but stay close to him and watch his back if his health meter drops below 50 percent. The Ballas come in three waves, with little breathing room between each wave. Once you've cleared them all, however, you finally get a crack at the crack palace itself.

### Kill B-Dup's Guards!

Use the AK-47 from long-range and try to clear as many of the big platoon of guards surrounding the palatial, well-lit house before getting any closer. Remember to keep Sweet alive! After the palace guard is eliminated, approach the house.



### Confront B-Dup

Walk up to the front door to enter the house. Sweet and CJ interrogate B-Dup. He says Big Smoke is paranoid and holed up somewhere, but B-Dup can't say where. Then Big Bear comes out and asks to join back up with CJ. He's clearly based up and in bad shape. Sweet takes him off to rehab "to get old Bear back." Grab a car and drive back to the house on Grove Street marked by the "S" icon on the map.

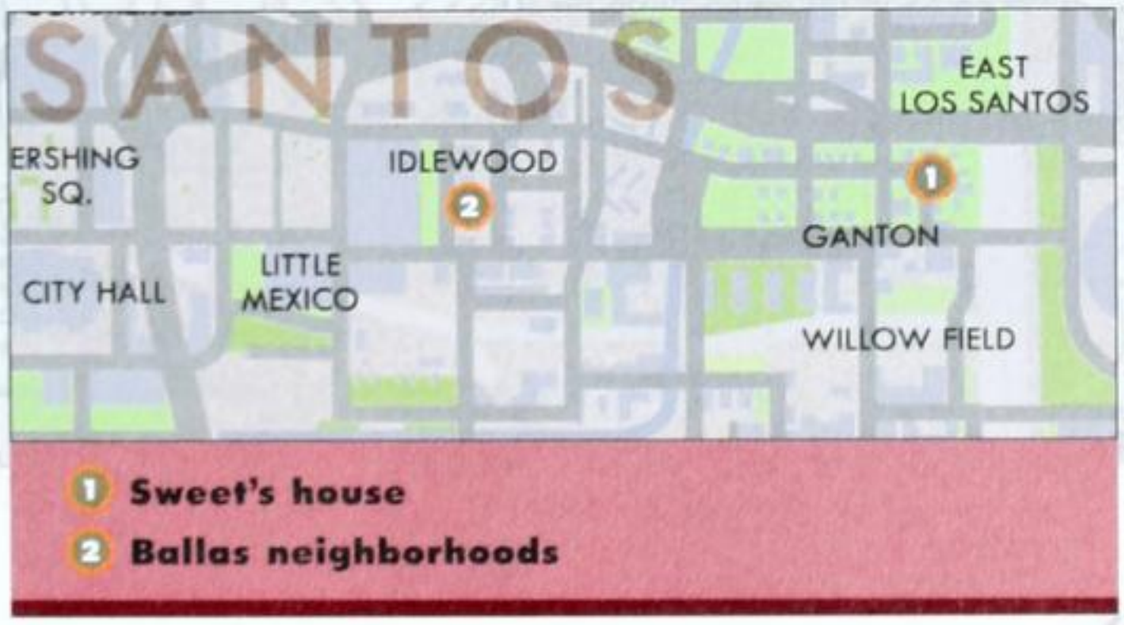
GROVE STREET mission 2

# Grove 4 Life

**Accomplice:**
Sweet

**Respect Gained:**
40

**Cash Gained:**
$10,000

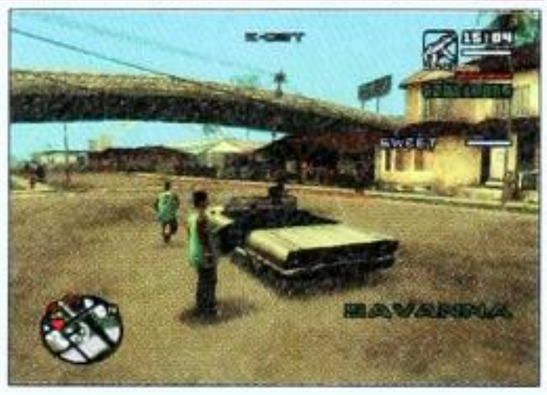



1. **Sweet's house**
2. **Ballas neighborhoods**

***Sweet is preaching, and the homies rally behind his call to clean crack out of the lives of the Grove Street Families, once and for all. He and CJ still see things differently about the importance of the hood versus the wider world, but they agree that it's time to put Grove Street back on the map.***

## Directions

### Gather Up the Homies



CJ should have enough Respect by now to assemble a small army of Grove Family homeboys. So first things first—gather up as many green-clad Grove troops as possible. This will be a real war, and the more troops you can deploy, the better your chances of survival.

### Take Over One Neighborhood in Idlewood

Recruit as many Grove Street gangbangers as you can, then hop in your car and drive (or just jog, leading the pack on foot) into the Idlewood district, currently controlled by the Ballas gang as indicated by the purple area on the radar map. Start gunning down purple-clad Ballas until you provoke a gang war.

**Know Your Boundaries**

Remember that a large district like Idlewood is usually divided into several smaller gang-controlled neighborhoods. When you provoke a gang war in this mission, it affects only one of those smaller neighborhoods, indicated by the flashing red on the map.

Don't forget Sweet! If he dies, you fail the mission. As in the previous Grove strand mission, monitor his onscreen health meter. If it gets too low, you'd better focus on protecting him; follow your brother and pick off nearby attackers until the number of purple blips dwindles on the radar map. You can find buildings with multi-level balconies that are great to get a height advantage over the enemy. One in particular has a large fence that prevents enemies from getting at Sweet and your homies.

### Take Over a Second Idlewood Neighborhood

Move into another purple neighborhood on the map and repeat the previous steps: provoke a war, hunt down all purple blips. When you gain control of the second neighborhood, your mission is complete. Grove 4 Life, baby!

### Take Sweet Back to Grove Street

Grove Street is on the up again. Grab a vehicle and drive up next to Sweet (if he doesn't just follow you into the car). When he gets in, follow the yellow blip, heading east back to Ganton and your house on Grove Street.

**MISSION PASS (1 OF 2)**

***Completing Grove 4 Life gives you one of the two prerequisites needed to open the Riot mission later.***

new mission strand

# THE RIOTS STRAND

This intense three-pack of missions wraps up ***Grand Theft Auto: San Andreas***. The Johnson boys and Grove Street make a stand in the hood as the Los Santos riots rage all around, concluding with a showdown between CJ and his primary antagonist.

**Total Respect Gained Throughout Strand:**
210

## RIOTS mission 1

# Riot

**Respect Gained:**
40

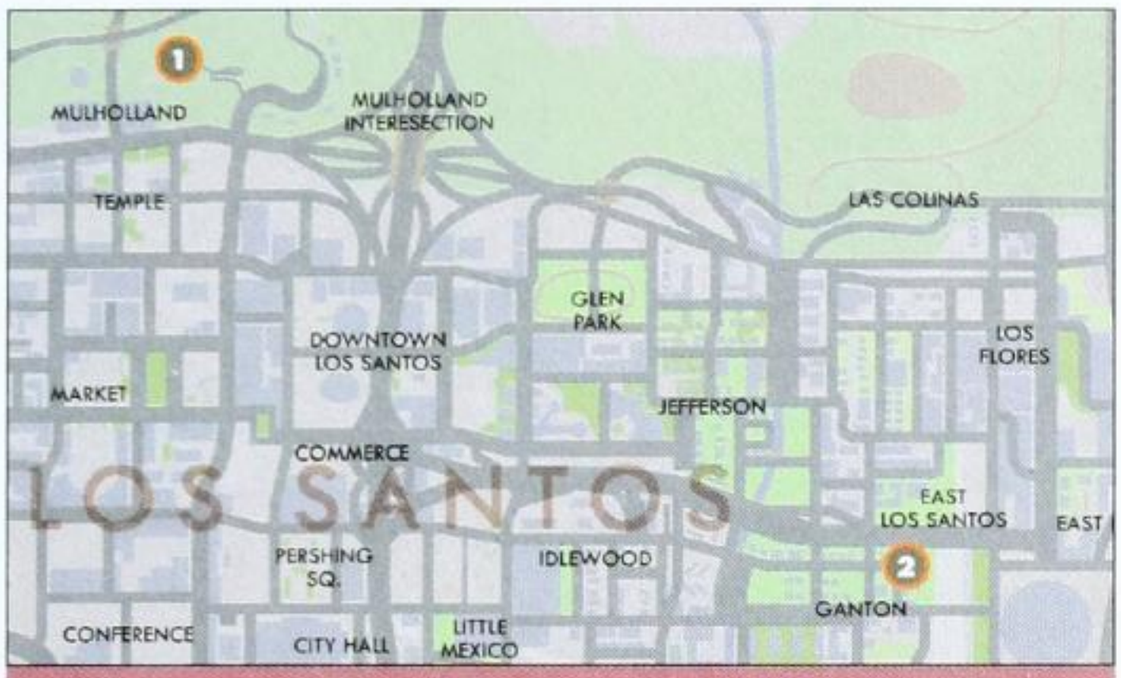
the story

***CJ and his extended family gather at Madd Dogg's mansion to watch TV reports of the pending trial of Officers Tenpenny and Pulaski (the latter has recently "disappeared"). But then a bombshell drops—the DA drops all charges! Tenpenny's free!***

***Within minutes, the Los Santos ghetto erupts in riots. Sweet is determined that nobody will be rioting on Grove Street, but Cesar points out the view from the mansion: "The whole city is going up!" So Sweet and CJ decide to head home and secure the hood.***

**PREREQUISITES NEEDED!**

***This mission is available only after you complete the Cut Throat Business and Grove 4 Life missions.***



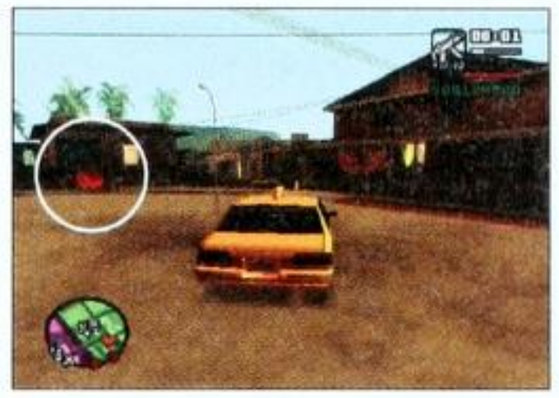

1 **Madd Dogg's mansion**
2 **Sweet's house**

## Directions

### Return to Sweet's House

Grab a car from the mansion garage or jack something from the street and start following the yellow blip icon across the map. Stick to the freeway as much as possible to avoid roadblocks, exploding cars, and other confrontations.

When you finally arrive, ignore any chaos out on the street and pull up next to the red marker in the driveway outside Sweet's house. Get out of the car and run into the marker to trigger the next mission.

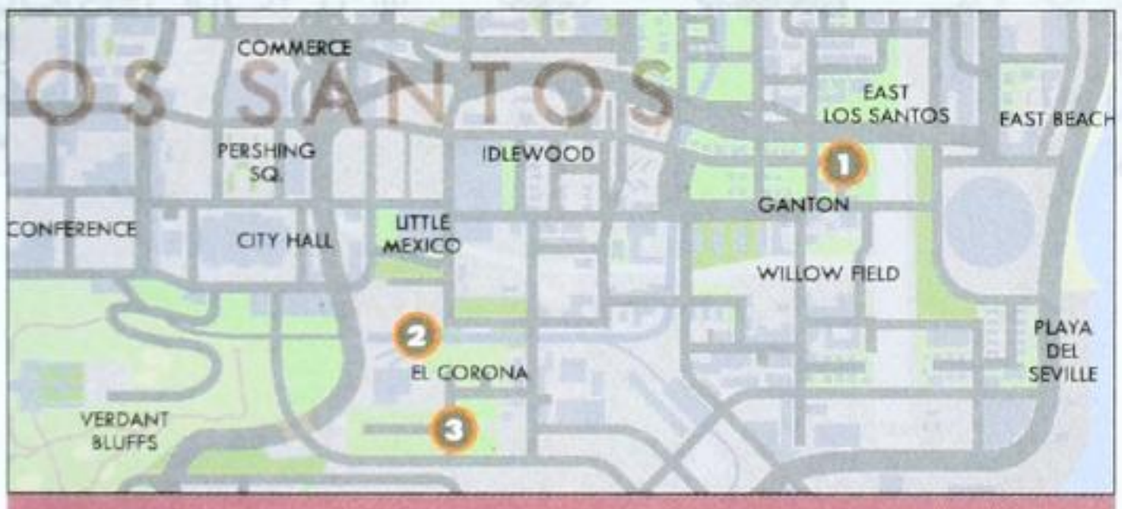


RIOTS mission 2

# Los Desperados

**Respect Gained:**
60

***Sweet's on the phone making security arrangements for the hood, getting things locked down. He then knocks CJ for a while, questioning his brother's dedication to hood and family. Suddenly, Cesar enters and asks for help in his own hood, pushing out the "yay-slinging punks" and getting his old gang back together. CJ agrees to get Cesar's back, but Cesar is low on numbers.***




1 **Sweet's house**
2 **Meet Cesar's *veteranos*** 3 **Cesar's house**

### Head to Unity Station to Meet Cesar's *Veteranos*

Follow the yellow blip westward toward Unity Station in El Corona. On the way, Cesar tells CJ he wants to ask Kendl to marry him. CJ's okay with that, but Cesar is worried about Sweet. CJ agrees to talk to him. When you arrive at the station, find the red marker on the platform next to the train tracks. Step into it to see Cesar's Los Aztecas Veteranos (turquoise colors) complain about the Los Santos Vagos (yellow colors).

## Directions

### Recruit a Couple of Grove Homies

Cesar's plan is to meet three of his old Varrios Los Aztecas homeboys down at Unity Station. CJ doesn't think three is enough. So recruit two green-clad Grove Street boys, then hop in the Greenwood parked out front, waiting for Cesar and the two homies to join you. (You need a carload of four to proceed.) Cesar remarks that you don't want to get caught on Ballas turf in this kind of chaos.





### Help Cesar and the OG's Clear Out the Neighborhood

Note that the neighborhood is yellow on the radar map—the Vagos control it. After you meet the Los Aztecas, Cesar leads you and the others through a Vagos-infested housing project toward his house.

Start icing Vagos. About 30 of them inhabit the project, so be ready for plenty of combat. Follow Cesar's lead as he moves through the buildings; you can spot him from a distance by his blue overhead marker. Move carefully around corners. If you get lost, follow Cesar's blue blip on the radar map. Cesar will stop at certain points and will not forge onward if there are remaining enemies around. Clear the hidden threats, and Cesar will begin to move again.

### Head to the Alleyway

Cesar announces when you've wiped out the last of the Vagos in the housing project, but the area's not clean yet! Follow Cesar toward the yellow radar blip as you move out of the projects and toward the red marker at the head of an alleyway (under a tag that reads "Families"), across the street.

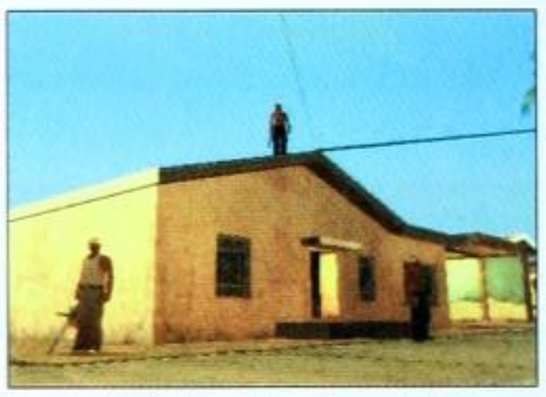
Cesar says you've completed the easy part. Now it gets tough as you move into "the viper's nest." One of the Los Aztecas named Sunny has a little something up his sleeve: a rocket launcher. Up ahead, a squad of yellow-clad Vagos blocks the alley and opens fire.

### Stay Close to Cesar and Clear Out the Alleyway

Sunny leads off with a rocket volley that explodes the Vagos' car. Lead the way down the alley, ducking and firing, and using the nearby car for cover. Watch out for a couple of Vagos tucked into a garage on the right side.

Early in the fight, one of Cesar's boys named Hazer wanders into the line of fire and takes a bullet. After you clear out the alley, Cesar moves to Hazer, but suddenly more Vagos pour over the fences and walls into the alley! Cesar's trapped out in the open.

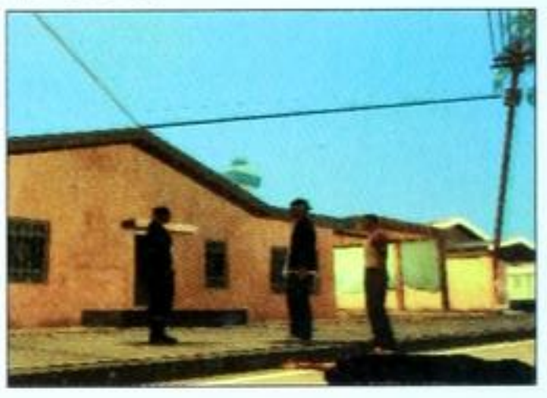
### Defend Cesar



Fire quickly to keep the Vagos from capping Cesar. Watch out behind you, too, as a couple of Vagos sneak in behind the car you were using for cover. Pass garages with caution; enemies can be hidden within. After you clear out the alley for a second time, Cesar leads you on to his home. Unfortunately, Cesar's house is crawling with Vagos squatters, including one with a flame-thrower and another atop the roof with a Rocket Launcher.

### Finish Off the Last Vagos

Keep your distance on this one, using a longer-range weapon to pick off these targets. Take out the rocket launcher guy quickly. More Vagos attack from up the street to the right, as well. When the battle ends, Cesar thanks CJ for the help and sends him back to the Grove.



#### "Territory Wall"

CJ receives a call from Sweet in which he explains that they need to gain more influence by taking over more territory. You must control 35% of the territory in Los Santos before the final mission will trigger. It is a lot easier to take over gang territory before triggering the riots due to the fact that the number of usable cars during the riots drops significantly, which makes quick escapes almost impossible.

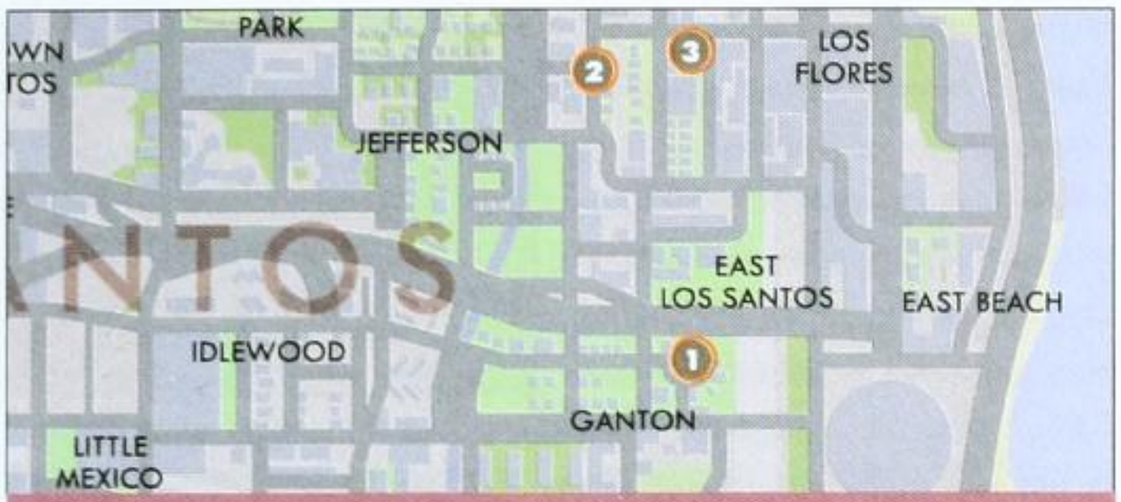
RIOTS mission 3

# End of the Line

**Respect Gained:**
40

*This is it: Time to face down the enemies of the Grove Street Families. Sweet calls CJ to say Big Smoke's fortress is in Los Flores or East Los Santos. Sweet's call puts the "S" icon back on the map. Go to Sweet's house to see the brothers Johnson united—a powerful force to be sure.*

*Yes, Big Smoke is going down, but not without a fight. Not even Carl Johnson, original gangster, can bust open Smoke's crack fortress—not without a little help from the Los Santos SWAT team.*




1 **Sweet's house**
2 **SWAT Tank**
3 **Smoke's crack fortress**

## Directions

### Drive to Big Smoke's Crack Fortress

Get in the car with Sweet and head north. On the way, Sweet assures CJ that the crack house is in East Los Santos, on the edge of Los Flores—some old apartments and a warehouse. Follow the yellow radar blip and drive into the red marker.

CJ and Sweet get "heated up," but CJ insists he's going in alone. You learn that the fortress has only one entrance, but it's locked down because of the riots. Looks like you'll have to knock it down. CJ needs a heavy vehicle like, say, a SWAT tank for this job. It just so happens that there's one parked nearby.

### Get a SWAT Tank

Head directly downhill, cutting through residential yards as you track the blue radar blip to a police roadblock, where cops exchange gunfire with nearby rioters. You could try a frontal assault up the street through the roadblock—if, for example, you were insane. But a smarter tactic is to sneak into the fenced yard closest to the SWAT tank on the blocked street. You can also just hop on the bike by the crackhouse, head south, then west to where the SWAT truck is parked. You'll be approaching the troops from behind, so you can just pull right up to it and hop in.

Creep along the fence as close as possible to the tank before you make your run, thus sparing yourself damage. Gun down the guard next to the tank, then quickly commandeer the big armored vehicle.

### Ram SWAT Tank Into Crack Fortress

Drive the tank forward through the road block, then turn right and head back up the hill, following the yellow radar blip. When you reach Big Smoke's fortress, smash right into the green section of wall where the guards stand.

### Find Entrance Into First Floor Near Back of Area

Inside, use the water cannon to knock down the gunmen or just run them over. Drive all the way to the end of the area to find the door with the yellow marker. Hop out of the tank and hurry through the door.

### Floor 1: Security Area

You learn that Smoke is on the fourth floor in his penthouse suite. Climb the stairs and turn right. Proceed along the corridor, capping the pair of guards, including one who side-rolls out of an alcove. Move through the gated doorway and fight your way down the next corridor. (Don't miss the Body Armor in the office at the end of the hall.) Then approach the next set of doors.

Get ready! Crouch and burst through the doors into a big warehouse area, then scoot forward to a row of boxes. Numerous gunmen target your position, so pop up for quick shots and drop quickly for cover. Watch out for a pair of high snipers posted on the catwalks above. Stay firmly planted behind your boxes until the room is under control.

Once you clear the main room, look for more thugs in the smaller room through the far door. Terminate them and cross the room, turning around the corner to the next set of stairs. Climb the stairs and nail the guard at the top. Go past the closed double-doors and round the corner to the right to find the Health power-up. Phew!

Return to the double-doors and step through. No guards wait on the other side this time.

### Floor 2: Drug Lab

Climb the next set of stairs, but stop and crouch before you reach the top. A gunman waits in the office just ahead. Nail him and grab some more Body Armor, then roll through the double-doors and gun down the guard in the next storage room.

**Explosive Barrels**

The crack lab has several barrels of highly explosive materials. Shoot them from the doorway to thin out the guard ranks.

The next set of double-doors opens into the drug lab, a huge crack factory filled with worktables and many armed guards. Clean the scum out of this room, nailing explosive barrels from a distance for quick kills.

Climb the far stairway to another set of doors. These doors are locked, however, so you must follow the raised catwalk all the way around the room. More guards burst onto the catwalk from the doorway on the far side. Plug the explosive barrel next to them on the catwalk to wipe them out.

The office at the end of the catwalk is full of desks with computers. Don't miss the Health power-up at the far end of the room, then proceed through the next set of double-doors.

### Floor 3: Ballas Lounge

Climb the stairs, but pause before you reach the top. Crouch and move up a couple more steps, then raise quickly and nail the guard just ahead in the office. Grab the goodies in the office, then move to the next set of doors. Get ready! Two guards stand watch on the other side. Nail them and proceed into the lounge through a handsome set of 8-panel wood doors.

The carpeted, wood-paneled luxury lounge is a nice place for crack dealers to relax after a busy day of killing hope. Add a little excitement to their mix by gunning down anyone you find here. After you decimate the guys right inside the door, hustle over to the mahogany bar and use it for cover. More Ballas pushers wander in from the next room; kill them, then move into that room. Exit via another set of wooden doors.

The next hallway features a statue of Big Smoke. Kill the art lovers gathered nearby, then turn right and follow the hallway to the last door on the right. Before you leave, if you need health and armor, find them in the two stripper rooms on either side of the hall. Gunmen may still be lurking inside with the strippers. Go on through and climb the stairway beyond. At the top, go through the doors to trigger a cutscene.

### Go Get Big Smoke

Smoke sits playing a videogame. What a degenerate! After a strong hit of base, he expresses no regrets for what he considers "making something of himself" and pulls a weapon for the final showdown.

Smoke's health bar appears onscreen; you learn he's wearing Body Armor, so aim at other parts of his body to maximize the damage you inflict on him. Hustle over to the bar and get behind it for cover. A few thugs rush in to help Smoke, and he switches off the lights.

### Get Thermal Goggles by the Lower Window

You can nail Smoke without the goggles as he rushes around the bar at you—we did, anyway. But it can help significantly to find and wear them. Once Smoke drops, you trigger another scene. Smoke makes his peace... and then the devil himself appears.

Tenpenny tells CJ to fill up his bag with money from Big Smoke's open safe. He says he's "got a fire truck to catch." CJ manages to duck out of sight, but Tenpenny blasts a generator, causing a fire that knocks out the lights. Let's get out of here, fast.

Tenpenny has caused an explosion, the lighting in the building is off and the whole place is beginning to burn down. You need to get out of here quick!

### Use Night-vision Goggles to Escape

An onscreen timer starts counting down from 7:00—you have seven minutes to escape! CJ picked up some Night-Vision Goggles from the dying Big Smoke. Select them from inventory and press Circle to activate them (you can then return to a normal weapon), then cross the room and exit the doors you came in through. Retrace your route back through the Ballas lounge on Floor 3, then downstairs to the drug lab on Floor 2 while fighting reinforcements that have refilled these areas.

### Use a Fire Extinguisher to Get Out

Unfortunately, Floor 2 is in flames. Step through the doors and nab the fire extinguisher right in front of you. Then use it to clear a way through the fire to the door on the far wall of the drug lab.

**Human Flesh Is Combustible**

Don't run through flames! Amazingly enough, CJ will suffer damage if he catches fire.

The goggles make the flames hard to see, so switch them off as you use the extinguisher. Douse the fire on the door leading out to the catwalk overlooking the drug lab, then step out and use the perch to pick off Ballas running around the lab below. Fight through the flames, rush downstairs to the exit door, and extinguish the fire blocking your exit there. Get out!

Take the stairs down to Floor 1, don your goggles again, and fight your way into the big warehouse room. From the doorway, pick off the many guards inside, then take the goggles back off to see fires as you make your way across the warehouse room. Time is running out!

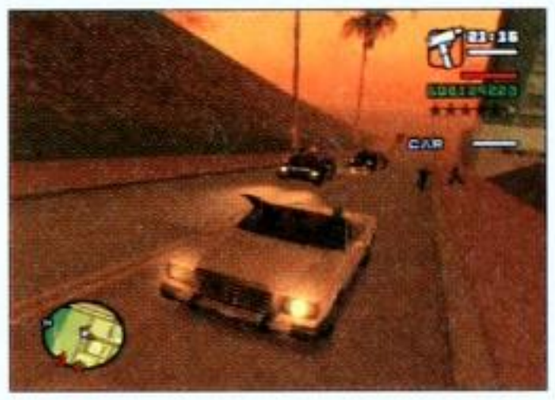
Fight down the last corridor, dousing the flames blocking your path at the hall's end, then hustle down the final staircase and through the marked doorway. Look out! A final squad of goons awaits your appearance. Gun them down and sprint across the floor to trigger the fiery finale of the crack fortress.

Outside, Tenpenny makes his escape in a fire truck, but Sweet won't let him get away clean. CJ's brother grabs hold of the ladder as the cop drives away. CJ hops in a nearby convertible and gives chase.

### Follow That Fire Truck

Follow the fire truck. This is the longest, wildest chase of the game—you don't need to dodge the fire-bombs (they won't hurt your car), but you must avoid police chase vehicles. After a while, one of Tenpenny's cop accomplices moves down the fire truck ladder and stomps on Sweet's fingers! Sweet's grip slowly loosens, as indicated by the "Sweet's Grip" bar onscreen. Drive up underneath him! Eventually, Sweet falls from the ladder. If your car is positioned right, he lands safely next to CJ.

Now Sweet takes the wheel, and it's payback time as you open fire on your enemies. Use the Right Analog Stick to swivel your targeting reticle over targets. Shoot cops off the seemingly indestructible fire truck, and swivel around to nail police cars and rival gang cars chasing you. Soon enemy motorcycles join the running battle, too.



Eventually, the chase leads past the Los Santos Forum into your home territory of Ganton, and then through a park into Willowfield. More cop cars join the chase, but finally, Tenpenny loses control of his truck and puts it through a guardrail and off an overpass bridge. Amazingly, Tenpenny emerges briefly from the wreckage—unrepentant to the very end.

Sweet stops CJ from adding a bullet to Tenpenny's self-inflicted demise. The Truth marvels that CJ actually "beat the system." The homey crew muses on how it all went down, and CJ gives his C.R.A.S.H. nemesis one last little nudge, for old time's sake.

Watch the denouement as the gang gathers for some good news from Madd Dogg. The story may be closing, but don't worry...the map is wide open. All of San Andreas is still out there, waiting for a visit from Carl Johnson. Explore!

# Official Strategy Guide

By Tim Bogenn & Rick Barba

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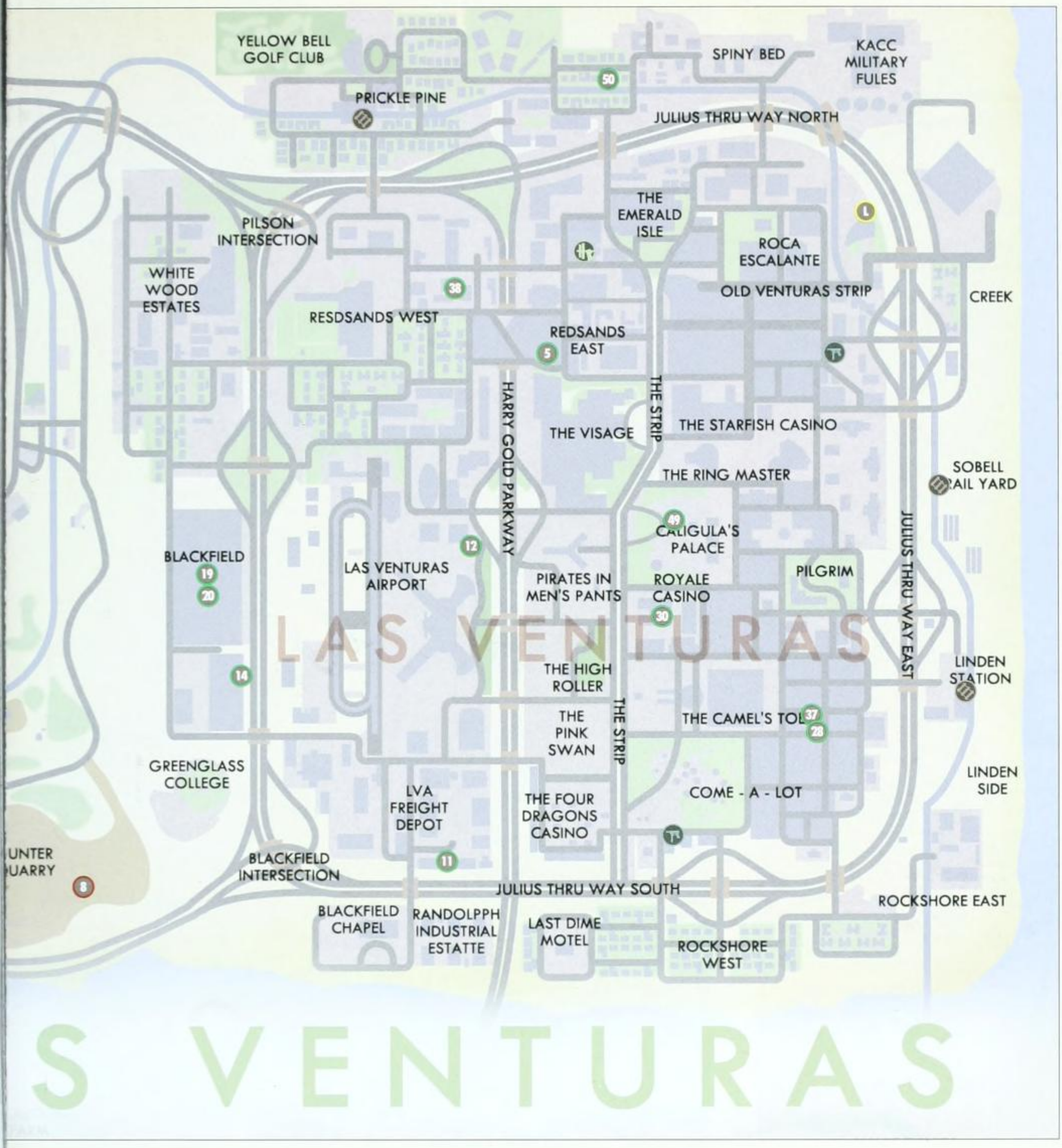


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grand theft auto San Andreas

## LEGEND

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WHETSTONE
SHADY CREEKS
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